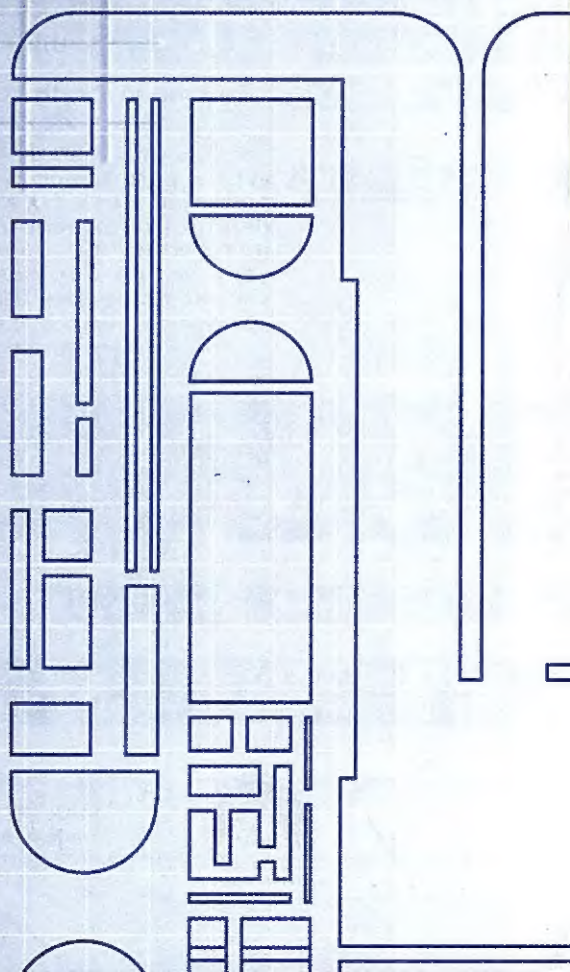
A Fragile Peace

The Neutral Zone Campaign Vol. 1

ADVENTURE

A FRAGILE PEACE

The Neutral Zone Campaign Vol. 1



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Dedication: To John Wick, the only Romulan samurai we've ever met...

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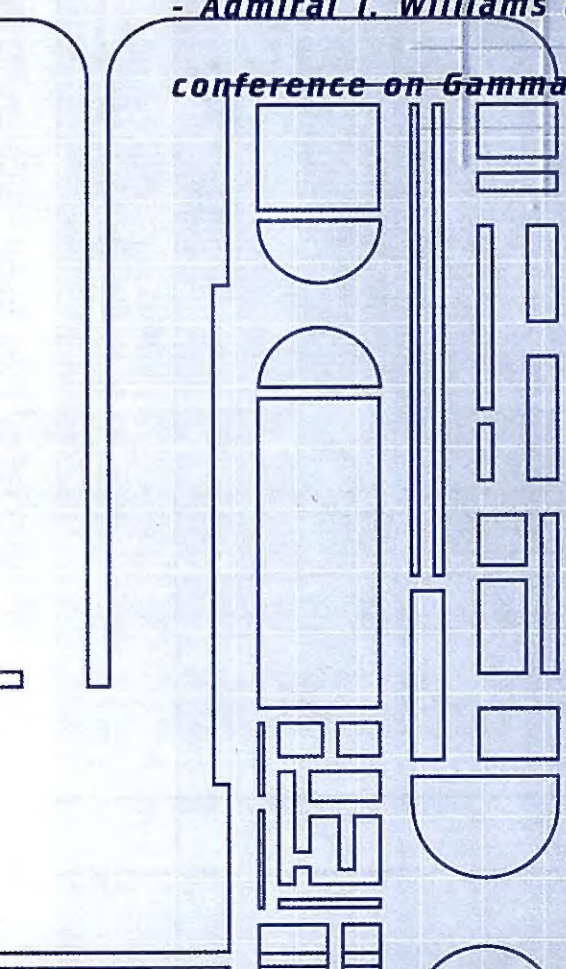
"Although separated from us by the Neutral Zone, the Romulans represent possibly the most dangerous threat to the Federation and certainly the most insidious..."

- Admiral T. Williams at the 106th Federation Security Council conference on Gamma Sigma XII



Preface:

Briefing on the Neutral Zone

LCARS FILE 39-L466499

BRIEFING FROM FLEET ADMIRAL ELISA KEIL, STARBASE 39-SIERRA

STARDATE:
51126.4

FROM:
Fleet Admiral Elsa Keil, Starbase 39-Sierra

TO:
All captains and bridge crew of Starfleet vessels and bases operating along the Romulan Neutral Zone border

SUBJECT:
Romulan incursions into Federation space

It has come to my attention that Romulan activity along the border has increased of late. Intelligence has informed me that many agents of the Romulan espionage service, the Tal Shiar, may well be operating in Federation space. While Starfleet has officially questioned such intelligence, I feel it cannot be considered lightly. Thus, I am forwarding to you the following notice from Commander Doleo, head of a Starfleet Intelligence Task Force specializing in Tal Shiar activity in this region.

I urge you all to heed the advice the Commander gives, but to also measure it with skepticism. It is all too easy to see enemies under every bunk. However, where the Romulans are concerned, we can never be too wary. I trust each and every one of you will do your duty to the best of your ability and, if there are indeed Romulan incursions into our space, to reveal them and take the proper actions.

A Note on Format

Traits for major NPCs are given at the end of each chapter.

Additionally, each episode is written with the assumption that the captain of the Crew's ship is not a player character. If a player is playing this pivotal part, it should be no trouble for the Narrator to involve him or her in the episodes in a more active role.

Commander Doleo's message is as follows:

Admiral Keil,

I feel it is of great importance that I communicate to you my suspicions concerning Romulan *Tal Shiar* activity in the region. As you know, the Romulans are forbidden by treaty (the **Treaty of Algeron**) to enter Federation space, as we are likewise forbidden to enter Romulan space. However, the buffer between our two territories, the Neutral Zone, is not the empty space most in Starfleet would like to believe it to be.

I have uncovered confirmed cells of *Tal Shiar* activity in this region of late, proving that Romulans are indeed breaching the treaty and entering our space — infiltrating our planets and even disguising as Federation members. The incident on *Inu Tonstu* involving *Captain Fanon* (commanding officer, U.S.S. Himori), wherein an Andorian tried to take his life, is all the proof we need. I have definitive evidence that the Andorian was none other than "Proteus," a high-level *Tal Shiar* operative skilled at disguising himself as members of other races.

Proteus escaped and is, I firmly believe, still operating in the region. On three other occasions, I came close to fully revealing operating espionage cells. However, I do not yet have the proof which Starfleet Intelligence requires to lobby for a more active defense of our border.

Hence, I appeal to you, admiral. The scope of my investigation is not wide enough for me to examine every planet or starship operating in the region, but with the assistance of other vessels, I believe we can perform a comprehensive search.

Please inform the region's commanding officers of the following points, data which can be used to detect *Tal Shiar* activity:

- *Tal Shiar* operatives could be anyone. Do not look for Romulans alone. Genemasking technology is used to mold features; they can appear as members of any race.
- Brainwashing techniques allow them to assume false personas so realized that they may not show up on even the most intensive telepathic scans. However, the real persona can usually be triggered by a predetermined codeword or action of some sort. As soon as I uncover some of these codes, I will make them available to all officers with high-enough security clearance.
- They have allies. Certain disgruntled citizens of non-Federation worlds may be aiding and abetting the spies. Be aware that wherever there is anti-Federation sentiment, there could also be spies.

I wish I had more data to provide, but it shall have to wait until my investigations bear further fruit. Until then, be vigilant, be wary.

Commander Doleo

LCARS Reference Links

Tal Shiar: Romulan Imperial Intelligence Service. Believed to wield immense political power within the Romulan Star Empire and to enforce loyalty among the citizenry using secret, brutal tactics. Also see Vice-consul M'ret, defection of.

Treaty of Algeron: Treaty between the Romulan Star Empire and the fledgling United Federation of Planets reaffirming the Neutral Zone and banning the Federation from developing cloaking device technology. Treaty does not allow either party to breach Neutral Zone space.

Inu Tonstu: Planet situated near the Romulan Neutral Zone, known as a resort world. See also Ujuet Mountains, Coshu Sea, Porotos City.

Captain Fanon: Captain Eliot Fanon, commanding officer of the U.S.S. Himori. Commendation: Starfleet Medal of Honor. See also Fanon Flagship Maneuver, Naval Tactics.

U.S.S. Himori: Nebula-class vessel currently on assignment along the Romulan Neutral Zone border, commanded by Captain Eliot Fanon. See also *Himori*: Tibetan Wind-Horse, Earth Folklore.

Introduction

The Romulan Neutral Zone. Although the treaty prohibits Romulans from crossing the Neutral Zone into Federation space, the *Tal Shiar* nonetheless runs operatives throughout the region. The Romulan espionage agency has several goals: gathering intelligence, placing operatives in key positions, destabilizing the region and preparing the way for a future invasion.

The Romulan Fleet is also heavily involved here. Barred from entering Federation space, they constantly patrol their side of the Neutral Zone, probing for weaknesses in the Federation's defenses. Several times, Romulan warbirds have crossed over the line to investigate the destruction of their own forward bases (as described in the "The Neutral Zone" episode of the *Star Trek: The Next Generation* television series) and to capture the creature known as Tin Man (as described in the *ST:TNG* "Tin Man" episode). Ironically, many within the Romulan Fleet do not like *Tal Shiar* "meddling," instead preferring more overt action.

The Federation accepts that there is some *Tal Shiar* activity in the region, but does not know how extensive. Elements within Starfleet Intelligence push for greater vigilance. Yet some in Starfleet Command, focusing on threats posed by the Cardassian Union and the Borg, are unwilling to acknowledge the possibility of a greater Romulan threat.

The situation as it stands now along the Romulan Neutral Zone is akin to the Cold War fought by the United States and the former Soviet Union. Both sides maintain an uneasy peace, monitoring each other with a network of listening posts and patrolling their side of the border. Not content to merely sit back and wait, the *Tal Shiar* have been quietly infiltrating this region of space for years.

The Neutral Zone Campaign

Commander Tovik is a high-ranking member of the *Tal Shiar* who operates inside Federation space. He is also an ally of Senator Kassus, a rising star in the Romulan Senate. Some Senators directly control their own fleets, and Kassus plans to use his to win favor back home.

When the Neutral Zone was established by treaty, the planet Psellus III, long a member of the Romulan Empire, was caught on the wrong side of the line. For centuries, the Federation has attempted to bring Psellus III into the fold. So far, the world remains neutral and generally friendly. There are those among its citizenry, however, who want to rejoin the Romulan Empire. Tovik and Kassus plan to orchestrate an incident whereby they can reclaim this lost world.

Tovik has quietly been assessing Starfleet's strength in the region and cultivating ties with Psellus III's underground movement. When the time is right, Senator Kassus will bring his fleet across the Neutral Zone, to ostensibly aid the former Romulan world to return to the Empire. In doing so, he will gain status within the Senate, perhaps even rising to the position of Praetor.

Into this conflict comes the Crew...

The Episodes

Each of the episodes in this book is in some way linked to the over-arching story line. In the first episode, the Crew uncovers proof that the *Tal Shiar* are in the area. In the second, they encounter a Romulan Warbird on the wrong side of the Neutral Zone. In the third, a Barolian spy sabotages Starfleet's chance for a major advance in defeating cloaking technology. Finally, in the last adventure, Kassus makes his bid to invade Federation space, and the Crew must foil Tovik's coup of the Pselliad government.

The Neutral Zone Campaign describes four episodes centering on Romulan activity on the Federation side of the Neutral Zone. Although each of the episodes can be played separately, they can be linked to form one, big story. Each chapter describes a single, stand-alone adventure, linked by the larger issue of Romulan activity in Federation Space. Before playing these episodes, the Narrator should carefully read through each one.

This book only scratches the surface of what is going on in the region. Narrators are encouraged to expand on the information contained herein and create their own stories. Chapter One provides numerous characters who are not directly involved in the episodes, but could easily spark new episodes. For instance, Captain Fanon prefers an active stance against cloaked Romulan starships that infiltrate Federation space, and he may cause an interstellar incident in pursuit of open aggression. Additionally, Commander Doleo's witchhunt against the *Tal Shiar* may involve the Crew's ship — and the Crew itself.

Chapter Descriptions

Chapter One: The Romulan Neutral Zone describes the people, planets and situations present in this section of the Romulan Neutral Zone.

Chapter Two: Aiding and Abetting involves the activities of an Orion merchant. Acting as conduits for information and material on behalf of the *Tal Shiar*, the Orions are a thorn in the side of the Federation. The Crew happens upon a disabled Orion freighter, and in the process of rendering assistance discovers them to be shipping more than simple freight.

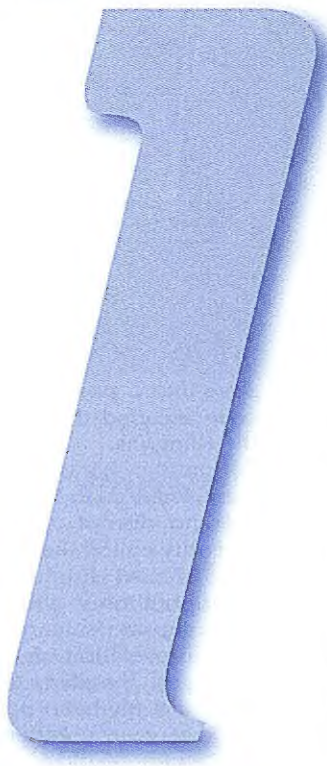
Chapter Three: Marie Celestial, the Crew discovers a derelict *D'deridex* class warbird, her crew all dead of mysterious causes. The incident tests their diplomatic skills, as another warbird decloaks and threatens the starship. The Crew must race against time to discover the cause of the disaster.

Chapter Four: Blinded by Science provides another glimpse of *Tal Shiar* activities in the region. Assigned to aid a group of Federation scientists, the Crew becomes part of an effort to design sensors capable of detecting a cloaked ship.

Finally, in **Chapter Five: Armistice**, the Crew attends a peace ceremony on Psellus III to help usher that planet into the Federation — only to witness a pro-Romulan rebel coup against the government, all part of Kassus and Tovik's plan to reclaim the world. The players are the only ones who can prevent the planet from returning to the despotic rule of the Romulan Empire.

Chapter One

The Romulan Neutral Zone



The Federation's position on the Frontier is delicate. On one hand, it's a region rich in Class-M planets, most of which could some day be colonized by Federation races. On the other hand, there are native races—the Pselliads, the Palmians and the Artelines—whose prior claims must be respected. Politics have always been complicated in the area, but the Romulans add a whole new dimension to an already tense situation.

The Romulans have a centuries-long history of violent imperialism, and they display little respect for other cultures. All the ethically-questionable strategies that the Federation refuses to engage in —infiltration, assassination, lies and propaganda—are considered standard operating procedure by the Romulans. Federation politicians and Starfleet commanders console themselves with the knowledge that, if the Artelines and Pselliads choose a Federation alliance, their culture can be preserved and shared among the stars. However, these cultures must choose such an alliance on their own; forcing their decisions would do more damage to the Federation's ideals than a Romulan invasion would to its starships and colonies.

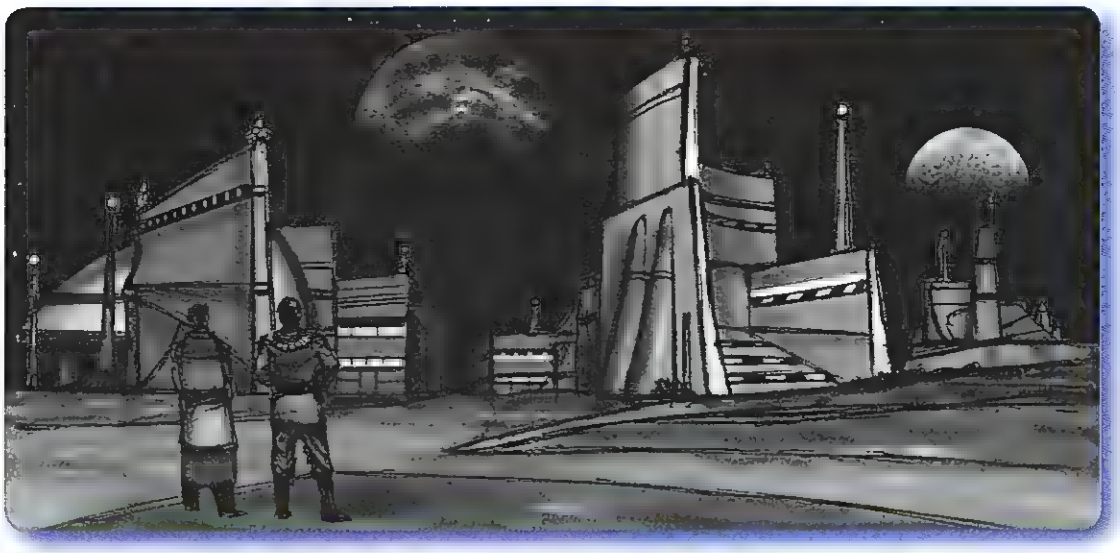
A Brief History of the Romulan Neutral Zone

The conflict between the Romulan Star Empire and the human race predates the Federation itself. Romulans were the first extra-terrestrial species to wage a sustained war against Earth, with the war beginning in 2156. After a crushing defeat at the Battle of Cheron in 2160, fought by space vessels with primitive atomic weapons, treaty negotiations over sub-space radio were entered by both parties. The Treaty of Cheron was signed, establishing the current Romulan Neutral Zone.

In 2266, a round of brief hostilities was initiated when a cloaked Romulan ship, armed with a new plasma weapon, crossed the Neutral Zone in a lightning attack on Neutral Zone Outposts Two through Four. Captain James Kirk foiled that invasion, although he had to violate the Neutral Zone himself to engage the enemy.

In 2268, the Romulans arrested Captain Kirk and his first officer after they entered the Neutral Zone once again. The captives escaped and managed to return to Federation space. Many years later, declassified documents revealed that their entry and capture was part of an elaborate scheme that enabled Kirk to steal the prototype of an improved cloaking device.

The Tomed Incident of 2311 was a short but brutal test of Federation resolve. The Romulans entered Federation space in force, and many lives were lost before they were repelled by Starfleet. This led to the signing of the Treaty of



Algeron, reaffirming the Neutral Zone and banning the Federation from developing cloaking device technology. A period of isolationism began.

The area around the Neutral Zone was quiet for nearly 75 years before the Federation settlements Delta Zero Five and Tarod Nine were destroyed by a mysterious weapon. Although Romulan involvement was suspected at the time and tensions were high, it was eventually theorized that it was the Borg who destroyed the two stations. If this theory is accurate, then the Borg are also responsible for similar attacks in Romulan space.

In 2365, Pselliad world congressman Olan Phobol claimed to have definitive proof of high level Romulan infiltration in the Pselliad government. However, he failed to provide the proof and later suffered a mysterious mental breakdown. A Federation autopsy detected traces of psychoactive corrosives in Phobol's front temporal lobe: Starfleet Intelligence believes he was poisoned and driven insane to discredit his claims. Even today, many Pselliads dismiss the results of the autopsy as Federation propaganda.

The year 2366 ushered in a new era of Romulan tension. A Romulan shuttle crashed on Galorndon Core during a probable espionage mission. When a warbird was sent to recover it, the vessel encountered the *U.S.S. Enterprise-D,* which was responding to the shuttle's distress call. A nonviolent compromise was reached and the Romulans departed with the surviving shuttle crew member.

Shortly after this incident, Captain Eliot Fanon exchanged weapons fire with a Romulan warbird when the warbird's cloaking device malfunctioned near Palmas. Fanon's ship, the *U.S.S. Himori,* was badly damaged but the Romulan ship was forced to flee.

Later in the year, Romulan Admiral Jarok attempted to defect to the Federation. Jarok claimed an attack fleet was massing within the Neutral Zone, but when the *Enterprise* violated the Neutral Zone to investigate, three warbirds captured it. Jarok had been used to convey disinformation to the Federation, luring the *Enterprise* into a position to be captured. The *Enterprise* escaped this entrapment with help from the Klingons.

The Romulan harassment of the Federation continued later in the same year when they attempted to disrupt a first contact situation with an entity called the "Tin Man."

In 2367, a Romulan operative was unmasked, but only after spending years in place posing as Vulcan ambassador T'Pel. Though the revelation was a political blow to the Romulans, the damage of years of espionage had already been done.

Later that year, a Federation court investigating an engine explosion uncovered another Romulan spy. A Klingon exchange officer named J'Ddan was convicted of smuggling plans to the Romulan Star Empire. The explosion was ruled accidental, but without that accident J'Ddan's spying could well have proceeded undetected.

While enjoying shore leave on Inu Tonstu, Captain Fanon uncovered a Romulan espionage plot, resulting in an attempt on his life before he could notify Starfleet. A *Tal Shiar* operative code named "Proteus" disguised himself as an Andorian and almost succeeded in sabotaging the captain's transporter signal. Despite an intense investigation, "Proteus" escaped.

"Proteus" may also have assisted Sela in events surrounding the attempted assassination of Vagh, the Klingon governor of Krios. In this ploy, the Romulans secretly supported a Kriosian revolt against the Klingons and attempted to place the blame with the Federation. The Romulans cleverly abducted Lt. Commander La Forge of the *U.S.S. Enterprise-D* and brainwashed him into assassinating Vagh. Luckily, the plot was foiled and the Romulan operative involved was captured.

In 2368, the Romulans seemed to take a more conciliatory tone towards the Federation. However, a Romulan officer named Commander Sela was found interfering with the Klingon chancellor's succession, though the attempt to place Duras on the throne failed. Had Sela succeeded, the Klingon Empire's cur-

rent level of goodwill towards the Federation would probably be considerably lower.

That same year, an extended Romulan plot was discovered at the last moment. Behind their talk of reconciliation with their ancient Vulcan forbears was a plan to conquer the Vulcan homeworld. A proposed "peace convoy" would in fact carry a concealed assault force. This plan was revealed by Ambassador Spock and Captain Jean-Luc Picard, and resulted in the Romulan destruction of their own invasion fleet.

Finally, in 2371 a secret lab was discovered on Arteline. Although its staff appeared to be Harelian, close inspection revealed them to be genetically-modified Romulans. They were working on creating a virus that would attack the Arteline symbiots—a biological weapon of genocidal power.

Worlds of the Neutral Zone Border

Many worlds exist on the Federation side of the Neutral Zone border. Some are members of the Federation (Arteline, various colonies), others are not (Psellus), and still others are under quarantine by the Federation until they gain star travel through their own efforts.

Arteline IV

The Arteline system is a large one, containing 27 planets. The two largest are Meark and Hadam, both gas giants. The home of the Arteline people is a Class-M planet of medium size. Its moon has been partially terraformed in preparation for colonization. The Artelines have succeeded in terraforming one of the moons of Hadam, though extensive solar shielding is required to keep the settlement at Class-M heat levels.

Arteline itself is a hot, moist planet characterized by thick vegetation over most of its surface. Its seas are freshwater and quite shallow compared to Earth's. It has one large continental landmass and three smaller ones. Natural dilithium crystals were found in one of the smaller masses early in Arteline history, and the extensive ecological damage done to that continent by primitive mining operations is only now being repaired.

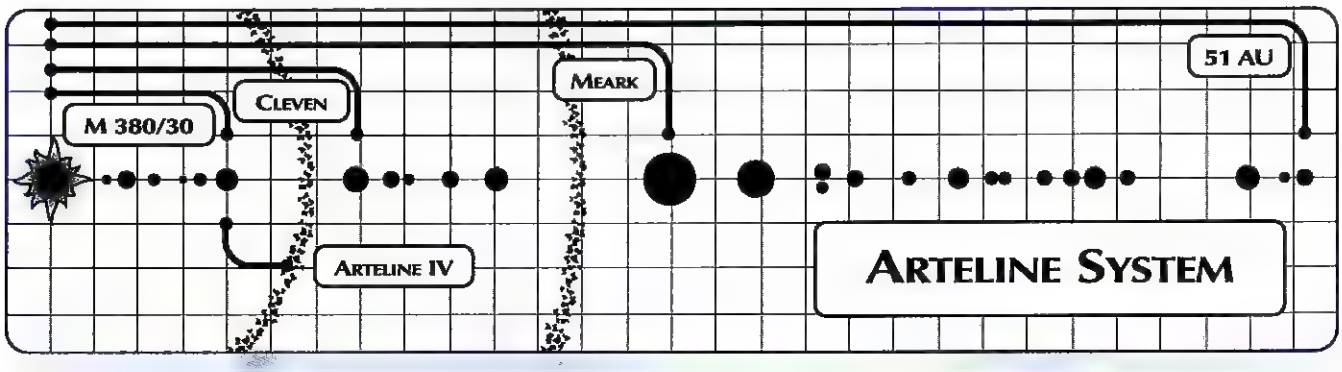
The Arteline people started out as a form of plant life. Symbiotic colonies of single-celled animals, capable of limited movement (expansion and contraction to avoid sunlight or damaging substances) found these Arteline ancestors to be a particularly good host organism, and the two species evolved together. The plant ancestor developed the ability to produce chemical cues on its surface to prompt movement from the animal symbiots; this eventually gave the plant a form of musculature. The proto-animal symbiot made itself more useful to the plant by delivering nutrients to its skin in return for waste products that the symbiot could feed on. After millions of years of evolution, the plant/symbiot colonies were incapable of independent existence. The plants would position themselves to maximize solar exposure and to protect their symbiotic "muscles."

A major volcanic upheaval forced the Artelines to their next developmental stage. The plants developed migratory abilities to search for rich soil among the played-out ruins of their environment. Their movement abilities then developed to the point that they could evade herbivores. Eventually the plant developed rudimentary cognitive and memory abilities. Its symbiot muscles enabled it to use tools, and the chemical triggers once developed to stimulate the symbiots further evolved into a language.

Artelines do not eat or drink as animal races do; instead, they absorb moisture, carbon dioxide and other nutrients from the air and soil. They also rely on photosynthesis for much of their energy.

Artelines have only one gender, and when circumstances of soil, climate and season are correct, they bloom, producing heavy blue and white blossoms across the surface of their bodies. Two blooming Artelines can exchange genetic material through physical contact and germinate a seed in fertile soil, protected by a covering of symbiot matter taken from both parents.

The natural language of Artelines is one of complex scents. If two (or more) Artelines are in physical contact, their communication becomes much more rapid, as the chemicals



ARTELINE IV

Planet Name: Arteline IV

Class: M

System Data: Arteline has one moon.

Gravity: 1 G. Arteline's gravity is Earth-like.

Year/Day: 380/30

Atmosphere: Oxygen-nitrogen.

Hydrosphere: 60% surface water.

Climate: Tropical: Hot, moist and rainy.

Sapient Species: Artelines (humanoid, vegetable/animal hybrid), approximately 2.5 billion.

Tech Level: Level Five — Six (recently developed warp drive capability, but mostly the equivalent of Earth ca. 2060)

Government: Direct democracy.

Culture: The Artelines enjoy a peaceful, spiritual culture that worships a local sun god.

Affiliation: Federation

Resources: Arteline IV is a lush, tropical world producing a variety of agricultural products. The Federation is especially interested in Tamor root, a highly-nutritious plant. The exotic hardwoods of Arteline's forests particularly interest merchants. Arteline also has rich mineral wealth.

Places of Note: Mount Sashera, the sacred mountain where the Artelines worship their sun god, Sashera. Known for its breathtaking views and towering height.

Ship Facilities: Arteline IV has one ground-based starport, for constructing and launching their primitive warp ships. Their strangely designed ships resemble crystalline spheres.

are directly transferred by touch instead of wafted through the air. This is not telepathy; it is simply very efficient communication. Artelines are reluctant to become physically entangled with strangers, however, because there can be confusion between the two individual's muscle groups. (Arteline hand-to-hand combat is based not on strength, but on taking control of an opponent's muscles and transferring them to one's own stalks.)

Compared to humans, Artelines move very slowly. They can be quite strong, however. Their physical power is limited by as much muscle mass as they can feed and control. With modern sources of artificial muscle food, individual Artelines can support a great deal of muscle. Their sense of hearing is very poor, but their visual abilities are quite extensive. In addition to seeing in a 360 degree arc, the Artelines can perceive into the infrared and ultraviolet spectrums. Unaided, Artelines are mute, but this is easily overcome by com badges modified to translate chemical communication into vocal language.

The Vulcans find the Artelines to be a logical and reasonable people. Although the Artelines do not defy emotion as the Vulcans do, their emotional reactions tend to be very gradual, since they do not have a circulatory system to provide adrenaline or other emotion-enhancing hormones.

Arteline is a member of the United Federation of Planets and is thus under the protection of Starfleet.

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Collapsar 49

There are, of course, no settlements in the Collapsar 49 system. The corpse of a dead star, the collapsar is a navigational menace. In addition to the crushing gravity well typical of black holes, Collapsar 49 produces warp wave emissions at irregular intervals. This has prompted much scientific curiosity, but the interest is tempered by the extreme danger the collapsar presents to any investigators. Despite the potential danger, Starfleet Command has assigned the *U.S.S. Montgomery*, an *Oberth*-class ship, to conduct a scientific inquiry.

Detweiller III

The Detweiller system is thick with planets, comets and asteroids, but only one planet bears life. Furthermore, that planet produced only one lifeform: a fungus that forms jelly-like colonies which can stretch for miles. There is now a small, scientific Federation outpost on Detweiller III studying the fungus. Since it is rare to find an organism that is an ecosystem all by itself, the scientists are investigating its properties, hoping that it can be modified to aid in terraforming projects.

Even though the fungus is interesting, the five-person scientific crew does tend to get bored. They are always glad to have Starfleet visitors stop by.

Harelia

Although this system lies in a neighboring sector, Harelians can be found throughout the region. It appears here for those Narrators who wish to continue to include Harelians in their campaigns after the conclusion of *Shakedown Cruise* (see the *Star Trek: The Next Generation RPG*, page 197).

The Harelia system is an unusual one because it has two suns: a white dwarf star in close orbit around a larger yellow sun. Beyond the orbit of the white dwarf are eight other planets, including Harelia, home of the Harelian race, along with a very dense ring of asteroids. This asteroid belt around the sun is inside Harelia's orbit. It is visible from Harelia's surface by daylight, appearing as a glittering ring or "crown" around the sun.

Harelia is the only Class-M world in its system, though several other planets and moons have been colonized with contained environments.

Harelian government is a complicated mess of bureaus, counsels and departments which employ fully half of the racial population. While the Harelians retain some vestiges of an old–fashioned currency exchange system, each Harelian pays about 70% of his or her earnings in taxes. In exchange for this payment, all Harelian physical needs are supplied through the government: housing, food, education and clothing are all paid for by taxes. A complex system of tax credits and equivalencies is in place so that people who want a nicer house can "pay" for it by foregoing educational opportunities or high-priced clothing.

Democratic politics are a foreign concept to Harelians. In each of the countless govern-

ment ministries, promotion is based on merit, with promotion to the highest levels being determined by methods as diverse as peer voting, seniority and random selection between equally qualified candidates.

All of the agencies and cabinets have separate jurisdictions. Sometimes situations arise that overlap between two jurisdictions. In most cases there are complicated rules already in place (negotiated like treaties between different government branches) determining which agency has executive authority. In some cases where (for example) both the Bureau of Mining and the Department of Taxation have jurisdiction, the Bureau of Mining would be in charge and all Department of Taxation personnel involved would obey orders from the Bureau of Mining people. In a different situation, the roles might be completely reversed.

If an overlap situation has no precedent, the agencies involved can either negotiate it themselves, or they can appeal to the widely-despised Adjudication Bureau for a judgment. For 200 years, the Adjudication Bureau served as a de-facto oligarchy over the other ministries by abusing its power to declare the authority of different bureaus during conflict situations. This led to a revolt and a civil war 300 years ago, after which the Adjudication Bureau was only allowed to become involved in a conflict after an express invitation from all concerned parties.

Although any agency can (in theory) be placed in a position to give orders to any others, in practice there are a few agencies that have negotiated the broadest jurisdiction treaties. These most powerful agencies are: the Planetary Defense Bureau (Harelia's military), the World Health Department (in charge of medicine and food distribution) and the Counsel on Interstellar Diplomacy (who have veto power over any agreement involving imports into, or exports out of, the Harelia system).

JEERGAKS

One profession that seems unique to Harelia is the "jeergak"—a word that is most commonly translated into English as "gumballer." Jeergaks study the complicated codes of tax credit equivalency looking for triangular trades. A very simple example would be decreasing your clothing allowance by 16% for a year, allowing you to increase your housing allowance by 2% for that year. Decreasing your housing allowance by 2% for a year allows you to increase your educational allowance by 5%. Decreasing your educational allowance by 4% a year allows you to increase your clothing allowance by 16%. Thus, a jeergak would simply spend years cycling through this process: each year the jeergak's educational allowance would increase by 1% (though in all likelihood, the gumballer would transfer that into something easily traded on the non-tax market, like clothing or food). Of course, very few triangular exchanges remain. A full-time jeergak may transform his credits 16 or even 30 times before getting a 2% benefit.

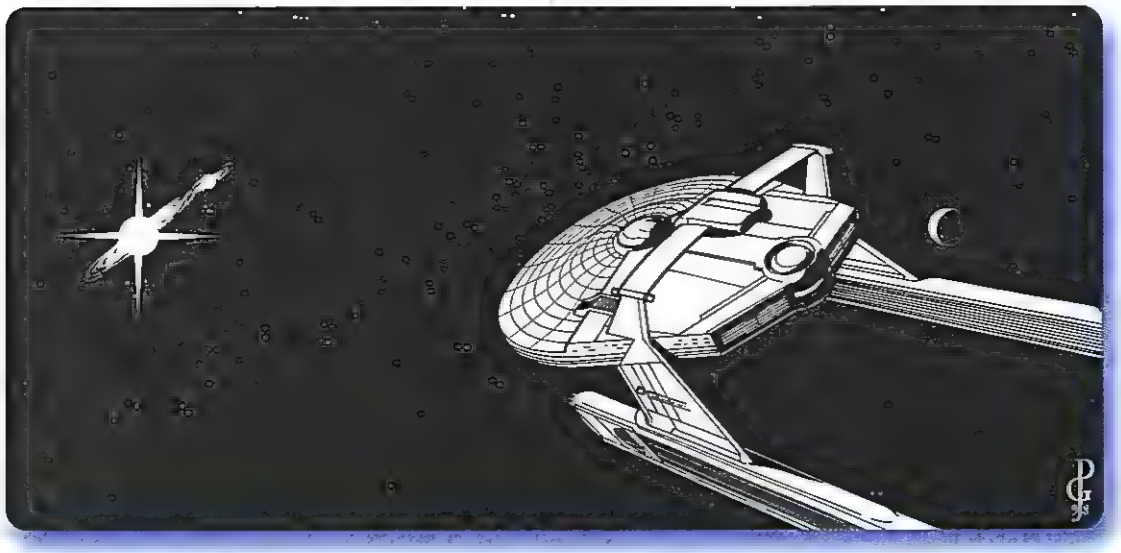
This practice is legal (if disreputable) and can be very rewarding. Skilled jeergaks have opulent lifestyles, far beyond the reach of peers who earn the same amount (or more) on paper. While most people try to optimize their tax credits, there are very few who have the time or skill to really exploit the system.

Note: Character templates for Harelians can be found in the *Star Trek: The Next Generation Roleplaying Game* rulebook.

Hudan II

The Hudan system is plagued by frequent meteor showers which have broken up one of its smaller planets, leaving a thick asteroid belt. One planet has a Class-M ecology, but it is still hot, dry and desolate. This planet, Hudan II, is the home of a joint Federation/Harelian mining colony, much smaller than the one on Valer IV. The sky of Hudan II is perpetually shrouded in clouds of dust from the almost-daily meteorite strikes. This meteorite activity makes it necessary for all dwellings on Hudan to be underground.

Although the living conditions on Hudan II are unpleasant, the vionium and dilithium



ARTELINES

Attributes

Fitness: 2 [5]

Vitality +2

Coordination: 2 [5]

Intellect: 3 [6]

Psi: 0 [0]

Skills

Artistic Expression (Choose Specialization) 2 (3)

Culture (Arteline) 2 (3)

History (Arteline) 1 (2)

Language

Arteline 2

Life Science (Botany) 1 (2)

World Knowledge (Arteline) 2 (3)

Typical Advantages/Disadvantages

Ambidexterity +2, Double-jointed +2

1.2

mines there are profitable, making holodecks affordable to the residents. Since Hudan is comparatively distant from the Neutral Zone, the miners are confident that they could evacuate the planet if faced with a Romulan attack.

Inu Tonstu

Inu Tonstu is the only planet in its system. Larger than most Class-M planets, its primary composition is not very dense; its gravity is slightly less than 1G. Volcanic activity has provided prominent and dramatic peaks, along with abundant hot springs. It has a complex and lush ecosystem, but the largest native animal is only the size of an earth housecat.

Inu exports some food to other Federation worlds, but its primary economic niche is tourism. The towering Ujuet Mountains and the warm Coshu Sea are the most popular vacation locales, but the capital city of Porotos is also popular. Porotos prides itself on being cosmopolitan, and the merchants there bring in exotic goods from every corner of the galaxy for the lucrative tourist trade.

Palmas

The Palmas system is a small one, composed of three planets orbiting a white dwarf star. Sylthiss and Thyssil, the inner planets, have such close orbits that every 300 years they exchange their single satellite, a moon called Ossor. The gravitational upheavals caused by these exchanges are expected to tear one or both of the planets apart within the next million years and have made any colonization attempts unfeasible. More importantly, the planet is currently under Starfleet quarantine until the Palmians manage to develop warp drive on their own, enabling them to join the interstellar community as equals.

In contrast with the boiling seas of Sylthiss and the mercury storms of Thyssil, Palmas is a pleasant and fertile world. Seventy percent of its surface is water, and 99% of the existing landmass is a single continent. (This continent has no name: since there are no other continents on the planet, it has never needed one.)

Palmas is a world of contrasts. Although its government is considered repressive and unjust by Federation standards, there has never been a substantial rebellion against it. Even though the Palmian caste system would seem, at first glance, to imply an aggressive totalitarian mindset, the opposite is true. Palmas would never even attempt to invade another system, even if their space tech allowed it. In fact, their technology for weapons of mass destruction is hundreds of years behind their travel and communication devices.

Exosociologists generally agree that the reason for these contradictions is Palmas's world government. The most common historical pattern on most worlds has seen a large number of independent states competing with each other for resources. Eventually these states pass through an industrial revolution, then a communications revolution, and finally a political revolution culminating in a world government. On Palmas, the world government preceded any of the technological revolutions that are usually regarded as necessary for a stable world government.

Part of this is due to geography. With only one continent, there were few natural barriers to the conquest of an aggressive army—or an aggressive idea. Palmas was conquered by both: a religion called Goism developed into a theocratic state 6000 years ago, and that theocracy quickly declared war on its neighbors. Combining military ruthlessness with apparent "miracles," Goism swept across the breadth of the continent. All rival sects were converted or exterminated. Then, with no one left to fight, their military structures withered away within three generations.

The miracle of Goism was a process known to humans as "biofeedback"—the conscious control of biological processes that are normally unconscious. A human skilled at biofeedback can halt bleeding, overcome pain or enter a coma at will. For a Palmian, the potential is significantly higher.

Palmians are segmented creatures, like centipedes. With the exception of the head (which contains the brain, heart and sense organs) every Palmian body segment is about the same. Two feet long, a segment has four legs and a length of digestive tract. After the age of twelve or fourteen, a Palmian starts growing about one segment per year.

Without the biofeedback training of Goism, Palmians usually stop growing after six segments. A Palmian with biofeedback skills, however, can cause its body to grow new segments. The number of segments a Palmian can

Planet Name: Palmas

Class: L; small, rocky terrestrial planet capable of supporting limited plant life.

System Data: Palmas has one, small moon.

Gravity: 2 G; due to metallic core.

Year and Day: 300/30

Atmosphere: Oxygen-argon

Hydrosphere: 70% surface water.

Climate: Dry and warm.

Sapient Species: Palmians; 700,000.

Tech Level: Five; early spaceflight capability and industrialization.

Government: Military-religious oligarchy.

Culture: A strong ethnocentric society with which all Palmians identify. Individual Palmians identify with the culture as a whole, and their caste in particular. All Palmians are expected to work for the betterment of the society as a whole.

Affiliation: Independent; most Palmians remain unaware of other species.

Resources: Metal-rich world capable of supporting a strong industrial complex.

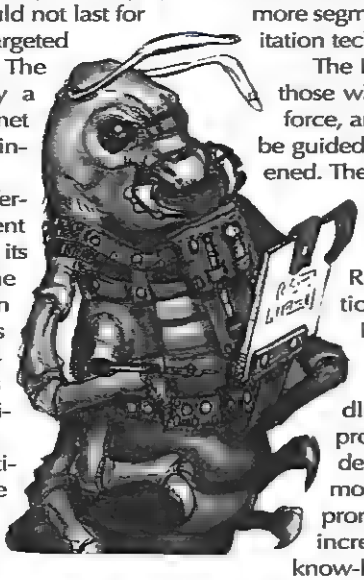
Places of Note: Unknown

Ship Facilities: A primitive orbital space station and ship construction facilities for intersystem space travel.

can grow is theoretically limited only by the amount of food it can ingest. (A starving Palmian will see its end segments atrophy rapidly.) The record for segments is held by Sethis Grussor, one of the eight founders of Goism: at his death, he was 27 segments long.

This Goist mastery of biofeedback, as much as anything else, was responsible for the unification of the planet under one world religion. Contact with the Romulans changed all that.

The Romulans invaded the sector in 2100. One of the last species the Romulans contacted was the Palmians, who were just beginning to explore their own small star system. Initially, the Palmian rulers kept the existence of the Romulans secret from the lower castes, just as they had kept their own spacecraft secret. This could not last for long, as the Romulans quickly targeted Palmas with an invasion fleet. The Palmians were finally defeated by a more aggressive species. The planet would remain under Romulan dominion for some sixty years.



Ideas like different religions, different political systems and different species shook Palmian society to its core. Within five years of the Romulan contact, there were riots in seven major cities. The rioters weren't lower caste Palmians, however: they were religious conservatives who wanted to eliminate all contact with the Romulans.

It was then, in the midst of political and religious upheaval, that the Earth defeated the Romulans. With the establishment of the Romulan Neutral Zone, the Romulans were forced to surrender Palmas. Because of the upheaval caused by contact with outsiders, the Federation decided to isolate the planet, even though they had obviously learned of other spacefaring species. Some day, the Palmians would venture beyond their system, at which point the Federation would attempt to make contact.

The upper castes, not fully aware of why the Romulans disappeared, worked to restore order to Palmian society. A wave of ultra-conservatism swept the planet, as the upper castes rebuilt the military forces that had once converted Palmians to Goism. They ruthlessly stamped out any outside ideas introduced by the Romulans. Meanwhile, the middle caste members, spurred on by what they had learned through Romulan intervention, attempted to secretly study space travel.

Since the quarantine, there have been radical changes on Palmas, but the Caste of Eight is still in charge—for now. The Caste of Eight consists of those Palmians descended from the original eight Goists. They are the only ones allowed to learn the most esoteric secret teachings of Goism, and they serve as religious leaders and lawgivers for the entire planet.

The Caste of the Great Ones forms the next rank. Originally they were the soldiers and military commanders, but today they are the executive branch. They carry out the laws of the Caste of Eight and make decisions on a day-to-day basis.

The Caste of Seafarers is lower than the Great Ones and the Eight, and their function is largely unchanged: they are the merchant class. While some Seafarers are actually involved in labor, most are more likely to be corporate executives or merchant ship captains than storekeepers or miners.

The Caste of Scribes started out as historians and lawyers for the greater castes, and they retain those functions today. They are also the teachers, scholars and scientists of Palmas. Historically, Palmians of the Scribe caste and lower were not allowed to learn the Goist techniques that allow them to grow extra segments. Following Romulan contact, however, some have independently developed biofeedback techniques that accomplish the same thing. (Higher caste Goists insist that growing more segments is a side effect of Goist meditation techniques—not the primary goal.)

The Lowly Caste are descended from those who were converted to Goism by force, and who must therefore serve and be guided by those who are more enlightened. The Lowly Caste takes care of most menial, low-paid or repetitive jobs.

Under pressure from Romulan ideas, the class distinctions are beginning to erode. Population pressure has also had an effect. The Lowly Caste's numbers have been dwindling for centuries due to promotion and intermarriage. As demand for menial jobs decreased, more and more Lowly people were promoted to Scribes to fulfill the increasing need for technological know-how. Meanwhile, some Great Ones and Seafarers are unwilling to engage in "low caste" technological behavior—and consequently see their personal fortunes flounder, while Scribes with knowledge of science become rich.

Recently a new religion has sprung up in many cities: Reformed Goism, which purports to teach all the inner secrets of Goism to any who wish to know. Religious conservatives of all castes have denounced Reformed Goism as heresy. Practicing it is technically a misdemeanor, so it largely remains out of sight. There have been many ugly incidents of vigilante violence against Reformed Goists (and against suspected Reformed Goists). The presence of the underground church—which is reported to be growing in popularity among the influential and populous Scribe class—has turned Palmas into a den of confusion and suspicion.

At the highest levels, there are rumors that the inner secrets taught by Reformed Goism are identical, word for word, to the most secret gospels of the Caste of Eight. If true, this rumor would suggest that the founder of Reformed Goism was a traitor from the highest caste.

LCARS 1.3, 1.4

Psellus III

There are six planets in the Psellus system, only one of which is inhabited. That planet is

Palmian Template

Attributes
Fitness: 3 [6]
Strength +1
Vitality +1
Coordination: 2 [5]
Dexterity +1
Intellect: 2 [5]
Presence: 2 [5]
Psi: 1 [5]
Range -2

Skills (Scribe)
Culture (Palmian) 2 (3)
History (Palmian) 2 (3)
Language
Palmian 2
Law (Palmian) 2 (3)
Persuasion (Oratory) 1 (2)
World Knowledge (Palmas) 1 (2)

Typical Advantages/Disadvantages
Intolerance -3

Skills (Seafarer)
Bargain (Choose Specialization) 2 (3)
Culture (Palmian) 2 (3)
History (Palmian) 2 (3)
Language
Palmian 2
Merchant (Choose Specialization) 1 (2)
World Knowledge (Palmas) 1 (2)

Typical Advantages/Disadvantages
Intolerance -3

Skills (Great One)
Culture (Palmian)
History (Palmian)
Language
Palmian
Primitive Weaponry (Stunrod) 1 (2)
Security (Law Enforcement) 2 (3)
World Knowledge (Palmas)

Typical Advantages/Disadvantages
Intolerance -3

Psellian Template

Attributes

Fitness: 2 [3]

Coordination: 2 [5]

Intellect: 2 [5]

Presence: 2 [5]

Psi: 0 [5]

Skills

Artistic Expression (Choose Specialization) 2 (3)

Athletics (Running or Climbing) 1 (3)

Culture (Psellian) 2 (3)

History (Psellian) 2 (3)

Language

Psellian 2

World Knowledge (Psellus III) 1 (2)

Typical Advantages/Disadvantages

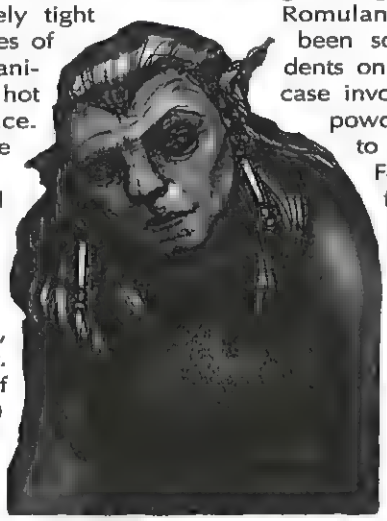
Alertness +2

Peripheral Vision +1

1.5

Psellus III, a Class-M world and home to the Psellian people. At one time there were rich veins of dilithium and vionium in two of the outer Psellus planets, but they were strip-mined during the Romulan occupancy and now very little remains. The scarred surfaces of those worlds are only one relic of the Romulan age: a more prominent memento is the ruins of the Romulan space station Codus, still in orbit around the Psellus sun. When they decamped, the Romulans overloaded the space station's engine core rather than let it fall into Federation hands. What remains is the tattered and twisted vestiges of the once-great station's hull. For years, the Psellians refused aid, as they didn't want Starfleet analyzing "their" technology; this was at one time a rallying cry of the Legion. Without the aid of a foreign power, their own economy and technology is not up to the task. The Psellians have been just as vehement in their refusal to allow Starfleet to rebuild the station as a Federation outpost in the system.

Psellus III has a comparatively tight orbit, and the gravitational stresses of its three moons have made it volcanically active. This makes for a hot climate and a jagged surface. Between tall, spiked mountains lie thick, wet swamps.



The Psellian race is descended from mammalian herbivores with a herd instinct. Although they are superficially similar to human beings in body shape, and especially in their facial features, biologically they are very different. Their legs are powerful, capable of propelling them at speeds of 50 km/h in short sprints. Their feet are heavily muscled and dexterous, like the feet of an earth chimpanzee. Conversely, their upper bodies are less powerful than human norms: a Psellian that can bench-press its own weight is considered muscular indeed.

Though their facial features bear a strong resemblance to humans, their eyes are larger and set farther back into their faces. Whereas humans have about a 180 degree arc of vision, Psellians have a visual arc closer to 240 degrees. A Psellian's eyes can move independently of each other, though Psellians who are familiar with human beings often move them in tandem to make the visitors comfortable. Consequently, Psellians only have stereoscopic vision for the central 90 degrees of their sight, and then only when they look with both eyes.

Another unique facet of Psellian biology is their magnetic sense. Their planet's molten core contains heavy concentrations of electrically charged metals: the ability to sense the sudden buildups or oscillations of these metals enables Psellians to predict earthquakes on their world. It has also made them quick studies of electrical technology.

Valer IV

The Valer system is close to Harelia, and a Federation/Harelian cooperative is jointly mining one of its planets. This planet, Valer IV, is a temperate Class-M world where animal life never developed. Even the plant life is sparse, though some specimens have excited exobiologists with their exotic adaptations to an environment where no animals exist to produce carbon dioxide.

The political situation on Valer IV is an interesting one. Because the Federation and Harelian mining bureaus jointly administer the planet, the laws and society are different from the Federation norm. A congress consisting of 50 officers from each organization votes on questions of jurisdiction and decides whether Federation or Harelian law applies in various cases.

Though there are several political factions on Valer IV, most agree that the Federation is not doing enough to protect them from Romulan aggression. There have been some very suspicious incidents on Valer IV recently—in one case involving a dangerous spill of powdered, active vionium close to a population center. The Federation investigators found no evidence of sabotage; the Harelian investigators say it was deliberate. These "accidents" have increased the public cry for an independent anti-Romulan militia, despite Federation protests that without proper oversight, such an organization could quickly spiral out of control. The Federation has openly stated that the official formation of an armed force without Federation oversight will be regarded as an act of aggression and will warrant Federation withdrawal from Valer IV.

Area Politics

The Frontier hosts a complicated web of politics with many junctions between planetary and interstellar concerns. The dominant interstellar political entity in the area is the Federation, but its own doctrine of respect for non-member planets seemingly hamstrings its ability to enforce its desired policies—at least, in the short run. The Federation hopes that the residents of the region will eventually understand that the Federation's values are the best option for long-term peaceful livelihood.

The Federation primarily wants a peaceful region that is open to commerce and colonization. They would like to see Palmas and Psellus III enter the United Federation of Planets—but only voluntarily, and only by fulfilling all the criteria of membership. The Federation has pur-

sued its goals by colonizing unclaimed worlds, and maintaining a "hands-off" policy to those planets previously occupied by the Romulans. The greatest challenge facing the Federation in the Frontier is balancing military security with political finesse. If the Federation sends too many starships to the area, or builds too many starbases, it runs the risk of looking like an imperialist power. On the other hand, leaving the area undefended is foolish, given its proximity to the Neutral Zone.

The Federation's primary emissaries in the region ought to be the Artelines, but they are hesitant to involve themselves in politics. This is due in part to their generally shy attitudes and to their unwillingness to look bad in front of their close neighbors.

Harelia is the most influential independent system. They developed warp power early in their history, and interstellar colonies made them wealthy. Their primary policy goal is continued fruitful trade with the Federation and other powers, but they are unwilling to accept membership in the Federation. Currently they see themselves as dealing with the Federation as equals (at least politically), and they feel that joining the Federation would make them subordinates. Privately, the Harelians are also concerned about a Romulan invasion: in the event of a mass violation of the Neutral Zone, they prefer to be in a position to back the likely winner.

Psellus III still bears the imprint of its one-time Romulan government. The Pselliads are authoritarian and suspicious of the Federation, but extremely well-organized and disciplined. The Romulan departure was a disaster to the economic and technological development of Psellus III, and they have been struggling to recover ever since. The Federation has offered to help them integrate themselves into interstellar markets, but the price—allying with the Federation—has been too high. The Pselliads prefer to struggle through on their own.

LCARS 1.6

Federation and Romulan Activities Around the Neutral Zone

While the Harelians have a small force of fighting ships, the only major military powers in the area are the Romulans and the Federation. Both have military goals, but in both cases their military options are limited.

The Federation's military goals are primarily reactive and defensive. They want to keep the area peaceful and stable so that the slower process of acclimatization can bring the disparate races of the Frontier into a productive and mutually beneficial whole. The main limitation on Federation military force is political: the Federation cannot build starbases and bring in ships with impunity, because an excessive buildup of troops in the area would be perceived as aggressive or threatening. Aggression, or even the appearance of threat, is a barrier to the Federation's peaceful and noncoercive political philosophy.

The Romulan situation is the polar opposite. Their only military goal in the area is utter conquest. They may temporarily ally with political entities in the area for a short-term advantage, but the ultimate aim is always absorption into the Romulan Star Empire. Their limiting factor is the need for secrecy: if they are discovered operating in Federation space, the ships discovered will almost certainly be outnumbered and have few attractive tactical options. They are unwilling to commit themselves to a full-scale invasion, however: building up to it might well tip their hand to Starfleet, allowing the hated Federation time to prepare for the attack. Instead, they have embarked on a program of slow infiltration and espionage. They hope to find a weakness which can delay or cripple the Federation's military might in a rapid and unexpected fashion. (Their attempt to conquer Vulcan is a case in point.) If such a vulnerability is found, then the Romulan fleet can invade with a decisive advantage. Without a devastating first strike, however, the forces are too evenly matched. The Romulans know too much is at risk, and their previous losses to the Federation have made them cautious.

Major Characters

The following NPCs can operate as recurring characters in any Neutral Zone Campaign; just

Anti-Federation Factions of Psellus III

There are two primary groups on Psellus III who oppose any attempt to join the Federation. Indeed, these groups are opposed to any Federation "interference" with Psellus III on general principles.

THE ISLAND MOVEMENT

This is a small but vocal political organization opposed to most interstellar politics. The Islanders believe that Psellus III should look out for itself and not ally itself to any force of foreign leadership—not the Federation or the Romulan Empire. Of course, since the Romulans are on the far side of the Neutral Zone, the Island Movement concentrates most of its energy on protesting Federation activity in the area. Though the Island Movement has an official policy of nonviolence, there have been incidents of violence from Islanders against pro-Federation Pselliad politicians.

In fact, the Island Movement has been heavily infiltrated by the pro-Romulan Legion. Legion operatives are all in favor of making things hard for the Federation and have done everything in their power to facilitate the Islanders' anti-Federation demonstrations and activities. If there ever comes a time when the Islanders have cause to act against a potential Romulan ruler, the Legion infiltrators will sabotage the Island Movement from within.

THE LEGION

This is an illegal terrorist organization dedicated to returning Psellus to Romulan rule. They started out small, disorganized and poorly trained, but their Romulan ally Tovik (see pg. 21) has been making great strides in those areas. See *Armistice* for more information regarding the Legion.

Leadership Marks

The main problem with operating an underground movement on Psellus comes from Pselliad biology. Descended from herd animals, Pselliads have a biological inclination to obey those who show the physical (cont.)

because they may not appear directly in any of the episodes provided in this book doesn't mean that they can't become involved in those episodes, or at least encounter the Crew during other episodes set in the region. For instance, any word of *Tal Shiar* activity involving the Crew will bring Commander Doleo running, ready to pry into everyone's personal records on the off chance of catching a Romulan agent. Likewise, if the Crew tackles one too many Warbirds, Captain Fanon and the *U.S.S. Himori* can arrive to save the day.

Starfleet

Fleet Admiral Elsa Keil

Admiral Keil is a level-headed, straight forward officer—in many ways the Starfleet ideal. She started her career as an engineer on the Cardassian border, served for several years as a liaison to a Vulcan diplomat, captained a science vessel in deep space, and spent the rest of her shipboard career in the Frontier before being promoted to Fleet Admiral. She is fluent in Romulan, Klingon, Arteline and several Harelian dialects. She also bowls a 180 game.

Given her varied experiences, Admiral Keil can converse knowledgeably about starship design, diplomatic trends, new avenues of science and varying theories of exosociology. Unfortunately, she never managed to serve as a security officer, and as a consequence she finds herself relying on her advisors for advice about the *Tal Shiar*.

Admiral Keil believes in being well-rounded and independent. She does not consider herself educated on a subject until she understands it from all sides: seeing the Federation from a Klingon and Romulan perspective has given her numerous insights into effective strategies, both diplomatic and military. She also remains frustrated by her inexperience with espionage. While she has made an extensive study of the subject, there is no way for her to get the hands-on experience she feels she needs for true comprehension.

Image: Admiral Keil is a blonde woman of average height, in her mid-fifties.

Roleplaying: Despite your rank, you're a very normal, ordinary person. Don't insist on formalities of uniform and military address: you'd rather have honest input than respect.

Attributes
Fitness 2
  Vitality +1
Coordination 2
  Reaction +1
Intellect 4
  Logic +1
Presence 4
  Empathy +2
  Willpower +2
Psi 0
Skills
Administration (Fleet Movements) 4 (5)
Athletics (Bowling) 2 (4)
Charm (Influence) 3 (4)
Command (Starship Command) 5 (6)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Federation Law) 3 (4)
Espionage (Traffic Analysis) 1(2)
Languages
  Arteline 2
  Federation Standard 3
  Harelian 3
  Klingon 2
  Romulan 2
Law (Starfleet Regulations) 5 (6)
Persuasion (Oratory) 4 (5)
Propulsion Engineering (Warp Drive) 3 (4)
Shipboard Systems (Flight Control) 3 (4)
Social Science (Sociology) 2 (3)
Starship Tactics (Federation) 3 (4)
  (Romulan) (4)
Strategic Operations (Neutral Zone Strategies) 4 (5)
World Knowledge (Earth) 2 (3)
Advantages/Disadvantages
Contacts (Captain Vencour, *U.S.S. Ticonderoga*) +1
Contacts (Admiral Jamison, Starfleet Command) +1
Rank: Fleet Admiral
***Courage*: 5**
***Renown*: 100**
Aggression: -18 Discipline: 20 Initiative: 22
Openness: 23 Skill: 17
***Resistance*: 3**
***Wound Levels*:** 3/3/3/3/3/3/0

Captain Eliot Fanon

Captain Fanon has served along the Neutral Zone border for close to 30 years. In the last few years, he's engaged Romulan ships three times. Two of those times resulted in an exchange of weapons fire: once an inconclusive battle in which both ships were damaged and withdrew, and once a running battle in which he barely escaped alive from a three-warbird ambush.

There's no love lost between Captain Fanon and the Romulans. In fact, his family has a long history with the Romulans: his maternal great-great-grandfather, Captain Lars Van Allsburg, was killed in the first war with the Romulans. Captain Fanon made Romulan tactics, society and technology a special field of study during his Academy years, and he's kept current on the topic.

signs of leadership, just as humans have a biological urge to feel affection for anything with a big head and large eyes (the "cute baby" reflex). In the case of the Pselliads, the sign of leadership is a thick mane of hair growing from the shoulders and a deep voice, along with a pheromone musk. This biological prompting can be ignored with logic and reason, of course, but it is still felt.

Pselliads develop a long mane, deep voice and the other leadership traits in response to confidence. A self-confident Pselliad develops the leader marks: this makes other Pselliads more prone to listen to and obey him or her. The leader's confidence is supported until he fails at something, at which point the leader marks begin to fade.

This same biological imperative (which tends to select highly competent, if commensurately arrogant, leaders) makes it very difficult to keep an effective secret society going. The leaders of the secret society begin to develop the leadership marks, which is a tip-off if the police become involved. On the other hand, leaders who suppress or remove the leader marks (through genetic treatments) are less able to harness the biological imperative of obedience.

The Legion has not had this problem, because it is led by a prominent businesswoman whose leadership marks are considered natural for someone in her position. Her name is Ruissi Bwevoss.

1.6

Though his first reaction is generally suspicion when confronted with Romulan activities, Fanon recognizes that the Romulan Star Empire is a large and complicated political entity with many factions—often factions working at cross purposes. Though he regards the Romulans as enemies of the Federation, he is not a racist or a bigot, and will evaluate individual Romulans on their individual merits.

He is firmly convinced that the Federation is inadequately prepared for Romulan aggression, and has pushed for the assignment of more ships—ships specifically designed for combat—to the Neutral Zone.

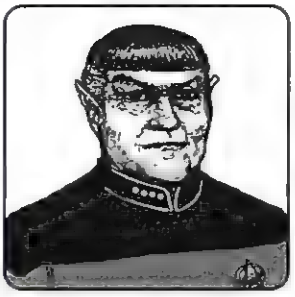
Currently, Captain Fanon commands a *Nebula*-class cruiser, the *U.S.S. Himori*.

He is a serious and thoughtful man. He runs an extremely tight ship—neither alcohol nor synthahol are allowed on board, and checks for sabotage and espionage are run at least once a month on a random basis. He is deeply honorable and trustworthy, considering his word his bond. He feels that he is one of a long legacy of Starfleet mavericks: his first duty is to the Federation itself, not to its laws. Though he would not be eager to do so, he is willing to break Federation law if he feels the only alternative is to allow the Federation to be damaged or endangered.

Image: Captain Fanon is a tall, slender black human whose hair is beginning to recede in front and turn gray at the temples. He has a charming (if grave) demeanor and is an extremely charismatic speaker.

Roleplaying: Speak in a deep voice. Frown. Stroke your chin while thinking. Rehearse everything you're going to say once in your mind before you open your mouth.

Attributes
Fitness 4
  Vitality +1
Coordination 4
Intellect 3
Presence 4
  Willpower +2
Psi 0
Skills
Charm (Influence) 2 (3)
Command (Starship Command) 3 (4)
Culture (Human) 2 (3)
  Romulan (3)
Diplomacy (Federation Affairs) 2 (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)
Espionage (Counterintelligence) 1 (2)
History (Human) 1 (2)
Intimidation (Overawe) 2 (3)
Language
  Federation Standard 3
Life Sciences (Botany) 2 (3)
Personal Equipment (Tricorder) 2 (3)
Shipboard Systems (Flight Control) 2 (3)
  (Sensors) (4)
Social Sciences (Political Science) 1 (2)
Starship Tactics (Planetary Support Tactics) 4 (5)
Strategic Operations (Neutral Zone Strategies) 2 (3)
Systems Engineering (Computer) 3 (4)
World Knowledge (Deneva II) 2 (3)
Advantages/Disadvantages
Argumentative -1
Bold +1
Commendation (Medal of Honor)
Resolute +3
Rank: Captain
Courage: **5**
Renown: **61**
Aggression: 10 Discipline: 16 Initiative: 9
Openness: 11 Skill: 15
Resistance: 5
Wound Levels: 5/5/5/5/5/5/0



Captain Jorak

Jorak is a Vulcan, and he commands Starbase 22, a small starbase one light-year from the Romulan border. Its position makes it tactically significant. As one would expect, Jorak takes his duties very seriously.

Before commanding Starbase 22, Jorak was a cruiser captain along the Cardassian border, and before that a security officer. He was offered a post at Starfleet Academy teaching large unit tactics, but he turned it down because he felt his talents would serve better along the Frontier.

Jorak has an interest in emotion that is unusual in a Vulcan. It is a clinical, intellectual interest—the way another Vulcan might be interested in studying solar flares or microbiology. Because of his studies, Jorak takes some care to make sure that his crew and any guests are "happy" and "entertained." While he personally regards a desire for happiness as a weakness, he recognizes empirically that happy officers are less distracted and more efficient. Jorak realizes that he would gain little by attempting to be jovial or familiar, but he does prefer to have happy individuals working for him. He therefore exerts himself in subtle ways to ensure his crew's emotional well-being. He is stingy with his praise, but sincere when he gives it.

Image: Jorak is a short, burly, middle-aged white Vulcan.

Roleplaying: Remain calm and unruffled at all times. Speak in a soft tone of voice. Ask many questions about people's likes and dislikes.

Attributes
Fitness 2
  Strength +1
Coordination 2
Intellect 4
  Logic +2
Presence 3
  Empathy -1
Psi 1
  Range -1
Skills
Administration (Starbase Administration) 3 (4)

Artistic Expression (Vulcan Lute) 1 (4)
Command (Starbase Command) 3 (4)
Computer (Simulation/Modeling) 2 (3)
Culture (Vulcan) 2 (3)
Dodge 2
Energy Weapon (Phaser) 1 (3)
History (Vulcan) 1 (2)
Language
  Federation Standard 2
  Vulcan 2
Law (Starfleet Regulations) 3 (4)
Mind Meld 3
Persuasion (Debate) 2 (3)
Planetary Sciences (Geology) 2 (3)
Shipboard Systems (Tactical) 3 (4)
Space Sciences (Stellar Cartography) 2 (3)
Strategic Operations (Neutral Zone Strategies) 3 (4)
Unarmed Combat (Nerve Pinch) 2 (3)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge (Vulcan) 1 (2)

Advantages/Disadvantages

Code of Honor (Vulcan) -3
Curious +1
Hides Emotions -2
Rank: Captain

***Courage*: 4**
***Renown*: 60**

Aggressive: -14 Discipline: 15 Initiative: 13
Openness: -6 Skill: 12

***Resistance*: 2**
***Wound Levels*:** 2/2/2/2/2/2/0

Commander Doleo

Commander Doleo is in charge of a special counterintelligence unit initially formed to investigate an assassination attempt on Inu Tonstu against Captain Fanon. Doleo's unit uncovered *Tal Shiar* involvement, but the head of the conspiracy—an operative known only as "Proteus"—got away. Since that time, Doleo has been in charge of investigating *Tal Shiar* operations in the Frontier.

Doleo is not a personable or friendly man: he is suspicious to a degree that borders on paranoia, seeing *Tal Shiar* deep-cover operatives everywhere. While the official Starfleet estimate is a maximum of 20 actual Romulan operatives in the area, Doleo believes the actual number is at least 35, and is probably higher.

His investigations have uncovered three Tal Shiar cells in the Frontier, but his attempted arrests have yet to yield a captured agent. He has also investigated at least a half dozen cases in which no *Tal Shiar* involvement was found, but in which he uncovered crime or malfeasance of one sort or another.

This obsessive inquisitiveness outside of the parameters of his investigations have led his associates to question his tactics. That these cases have so far yielded crimes of some sort or another has allowed Doleo to continue with little interference from his superiors. However, should he go too far and step on too many toes, stepping outside of jurisdiction one too many times or causing a diplomatic incident (or even worse, a civil rights abuse), he will suffer the scrutiny of a Starfleet review board.

Commander Doleo used to work with Lt. Korudos, but they had a falling out: Korudos feels that Doleo's methods show too little respect for the chain of command.

Doleo borders on being a fanatic. Only his Starfleet training and orders keep him reasonably balanced. However, he believes the Federation is in terrible peril from the Romulans, and that he's one of the few who recognizes it. He takes no pleasure in the things he has to do in pursuit of Romulan spies —all the personal secrets he has to lay bare—but believes that such disclosure is a necessity. He is relentless in his quest to root out the *Tal Shiar*.

Image: Doleo is one quarter Vulcan, but was raised on Earth as a human. He has very slight points to his ears. He is an angular man with a prominent nose and deep set, intense eyes.

Roleplaying: Stare. Accuse. Insinuate. Point your finger and flare your nostrils. Never, ever smile or laugh.

Attributes

Fitness 2
Coordination 2
  Reaction +1
Intellect 4
  Logic +1
  Perception +1
Presence 4
  Empathy +1
Psi 0

Skills

Command (Combat Leadership) 2 (3)
Computer (Research) 4 (5)
Culture (Human) 2 (3)
  (Romulan) (3)
Energy Weapon (Phaser) 1 (3)
Espionage (Counterintelligence) 3 (4)
First Aid (Human) 1 (2)
Intimidation (Overawe) 3 (4)
Law (Federation Law) 4 (5)
  (Starfleet Regulations) (5)
Medical Sciences (Psychology) 1 (2)
Planetary Tactics (Small Unit) 2 (3)
Search 4
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical) 2 (3)
Strategic Operations (Tal Shiar Strategies) 2 (3)
Streetwise (Neutral Zone Underworlds) 1 (2)
World Knowledge (Aldebaran III)

Advantages/Disadvantages

Argumentative -1
Arrogant -1
Bold +1
Curious +1
Fanatic (destroy Tal Shiar) -3
Intolerant (Romulans) -2
Obsessive Tendencies -3
Strong Will +2
Rank: Commander

***Courage*: 3**
***Renown*: 47**
Aggression: 9 Discipline: -6 Initiative: 14
Openness: -5 Skill: 13
***Resistance*: 2**
***Wound Levels*:** 2/2/2/2/2/2/0

Lieutenant Carla Rhiems

Carla Rhiems makes a perfect "good cop" to Doleo's "bad cop." Attractive, sympathetic and kind, her empathetic skills were invaluable to the unit when she worked with Doleo and Korudos. Unfortunately, her ability to detect what both men felt about her gave her no ability to head off the inevitable conflict.

To this day, she's unsure if the love triangle between her, Doleo and Korudos caused the schism between the two men, or if it simply widened a split already present. Korudos resigned from Doleo's unit after criticizing Doleo's tactics—"as bad as the *Tal Shiar* ," he claimed. He asked Carla to resign with him, but she refused. Although she could see that Doleo's methods grew more and more questionable for a Starfleet officer, she honestly felt his mission was important. Despite her love for Korudos and her growing fears for Doleo's career, she understood the *Tal Shiar* threat too well.

It was the first compromise of many.

She has tried to restrain Doleo and keep him from sullying the careers of those he investigates, and she's partially succeeded: but he's still on a path of paranoia. It's only a matter of time until Starfleet relieves him of duty over some ruffled diplomat's feathers or from a respected officer's charges. Many times she's considered abandoning him to his fate, but her fear for his career is balanced by her fear of the *Tal Shiar* . Thus, she hopes to help him find definitive proof—a captured agent—which would redeem his quest.

Carla Rhiems longs for a simple life, but she cannot deny the complexities in the world she sees. She lives her life in two parts, her head and her heart. Her heart wishes she'd left Doleo and stayed with Korudos, leaving behind the complexities and betrayals of counterintelligence work for a stable marriage with a stable man. But another part of her knows she would despise herself if she took that easy route: she's seen the savage mechanisms of the *Tal Shiar* , and she knows better than most the brutality they are capable of. They must be stopped. If Korudos has to be lonely, if Doleo has to intrude into others' lives, if Carla has to suffer all her own uncertainty, it's still worth it to protect the Federation.

Image: Carla Rhiems used to be a pretty, vivacious blond Betazoid, but her years with Doleo have exhausted her optimism. Now she looks faded and tired.

Roleplaying: Your professional demeanor is soft-spoken and gentle, but every so often it trails off into weariness. The few moments you get off duty you try to relax, but you've begun to pick up Doleo's ruthless suspiciousness toward others.

Attributes
Fitness 2
Coordination 2
Intellect 2
Presence 3
  Empathy +1
Psi 2
  Range +1
Skills
Artistic Expression (Singing) 1 (3)
Charm (Influence) 2 (3)
Computer (Research) 2 (3)
Culture (Betazoid) 2 (3)
Dodge 2
Energy Weapon (Phaser) 2 (3)
Espionage (Cryptography) 2 (3)
First Aid (Combat Trauma) 2 (3)
History (Betazoid) 1 (2)
Language
  Betazoid 2
  Federation Standard 2
Law (Starfleet Regulations) 2 (3)
Receptive Telepathy 2
Projective Telepathy 1
Search 3
Security (Security Systems) 2 (4)
Shipboard Systems (Tactical) 2 (3)
Stealth (Hide) 2
Strategic Operations (Tal Shiar Strategies) 2 (3)
Streetwise (Neutral Zone Underworlds) 1 (2)
Systems Engineering (Deflector Shields) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
World Knowledge (Betazed) 3 (4)
Advantages/Disadvantages
Favor Owed (Lt. Korudos) +1
Quick Draw +2
Rank: Lieutenant
***Courage*: 3**
***Renown*: 10**
Aggression: 1 Discipline: 3 Initiative: 0
Openness: 2 Skill: 4
***Resistance*: 2**
***Wound Levels*:** 2/2/2/2/2/2/0

Romulan Star Empire

Commander Tovik, Tal Shiar Spymaster

A highly respected, decorated and feared *Tal Shiar* operative, Tovik's codename is "Proteus." He

initially studied biology and the related field of retroactive biological reprogramming, but Tovik's true talents were quickly discovered when he was recruited to the *Tal Shiar* 's Scientific Intrusion branch. His devious mind and unceasing vigilance were combined with an almost masochistic willingness to go the extra mile for the mission.

His specialty is deep cover insertions. This is an operation where a spy is made to look like someone else and is placed in a sensitive position. At various times in his life, Tovik has been biologically altered to look like a human, an Andorian and (currently) a Pselliad.

Posing as Onar Pusa, Tovik appears to be a minor member of the Legion, a pro-Romulan underground movement on Psellus III. No one suspects that Onar Pusa is the Legion's Romulan liaison—not even Ruissi Bwevoss, the Legion's leader. They believe they receive their messages from a hidden Romulan base on Psellus III. Meanwhile, their true master moves among them, posing as a lowly (and not particularly bright) trooper.

Tovik/Onar finds the double perspective extremely useful. As "Proteus," he has an overall perspective based on the reports of the Legion's leaders. As Onar, he has a worm's eye view of the day-to-day workings of the underground movement. He has uncovered several counterintelligence plants in the Legion (once when they tried to recruit the "simpleton" Onar as a pawn) and has successfully removed them—all without revealing his true nature.

In addition to the radical genetic surgery required to let him pass as a Pselliad, Tovik has volunteered for another, potentially more dangerous physical alteration. Through a combination of brain surgery and a process similar to human "hypnotism," Tovik can shut down large parts of his brain for up to 10 hours. Specifically, he can shut down everything that remembers being Romulan. When he activates this altered consciousness, he actually believes that he is Onar Pusa. This "interior disguise" has proven very effective, but Tovik has begun to experience unexpected emotional side-effects. His Onar personality has fallen in love with Ruissi, although Tovik's true personality is not fully aware of this, causing, in turn, Tovik to begin having feelings for Ruissi.

His true personality can be triggered upon hearing the word "Kassus." His Onar persona can be triggered with the word "Proteus" (in case anyone asks about the master *Tal Shiar* spy, Onar can honestly deny knowing anything about him).

Tovik is cold, calculating, driven and ruthless. He believes firmly in preparing for any eventuality and is willing to sacrifice anyone in his operation—including himself. He has been careful to insulate himself emotionally from everyone around him, lest he reveal a weak spot or put himself in a situation where he isn't concentrating 100% on the mission. However, his intentions are foiled when under the sway of his Onar persona, since Ruissi has begun showing signs that she returns Onar's obvious affection.

By nature a thorough, careful plotter, Tovik has recently begun to speed up his plans. He has recently learned that his genetic pattern is disintegrating. By reforging his DNA multiple times, he's eroded its integrity. The longer he stays in his Pselliad disguise, the less stable his DNA becomes. Currently he is suffering few ill effects—just some sores and headaches—but if the condition becomes critical, he could experience a rapid and complete DNA breakdown. Though he can't be sure when the next stage will start, it won't be more than three years at the very best. More likely he's got only one year to complete his mission and return to Romulus for treatment.

A less-dedicated operative would have departed as soon as the diagnosis was clear, but Tovik couldn't tolerate the risks of his premature departure and the hazards of installing a new controller for the Legion.

Image: Tovik appears as a pudgy, pale, blandly ugly Pselliad in generic work coveralls.

Roleplaying: Tovik/Proteus/Onar Pusa is a complicated figure because of his many roles, but a simple one because of his single goal. As Tovik/Proteus, he is always the soul of courtesy and clarity, even when he's killing and torturing. He does not believe in gloating, he doesn't like danger, and he regards his enemies as garbage to be removed. You don't toy with your garbage, you don't explain to your garbage, you don't respect your garbage: you just get rid of it.

When posing as Onar Pusa, Tovik speaks very slowly, in short sentences with small words. He acts surly and easily confused, often becoming abusive to those in positions of inferior authority. (Tovik would say that Onar's personality is perfectly common in underground armies—and he's right; but on some private level, Tovik probably enjoys a chance to be mean and rude.)

Attributes

Fitness 3
Vitality +1
Coordination 3
Intellect 4
Perception +1
Presence 5
Willpower +2
Psi 0

Skills

Administration (Bureaucratic Manipulation) 2 (3)
Behavior Modification (Brainwashing) 3 (4)
Charm (Influence) 2 (3)
Command (Combat Leadership) 3 (4)
Computer (Data Alteration) 2 (3)
Culture (Pselliad) 2 (4)
(Romulan) 2
Disguise (Andorian) 3 (5)
(Pselliad) (4)
Energy Weapon (Disruptor) 3 (4)
Espionage (Intelligence Techniques) 5 (6)
Fast Talk 3
History (Pselliad) 2 (3)
(Romulan) (3)
Intimidation (Torture) 3 (4)
Language
Pselliad 3
Romulan 2
Life Sciences (Biology) 2 (3)
(Genetic Reprogramming) (4)
Planetary Tactics
(Guerrilla Warfare) 1 (2)
Search 3

Security (Security Systems) 3 (4)
Sleight of Hand (Concealed Weapons) 2 (4)
Stealth (Hide) 2 (4)
Strategic Operations
(Invasion Strategies) 2 (3)
Streetwise (Psellus) 2 (3)
Systems Engineering (Computers) 2 (3)
Unarmed Combat (Romulan Martial Arts) 2 (3)
World Knowledge (Psellus III) 2 (4)
(Romulus) (3)

Advantages/Disadvantages
Alertness +1
Arrogant -1
Fanatic (Tal Shiar) -3
Strong Will +2

***Courage*: 5**
***Renown*: 43**
Aggression: 10 Discipline: 3 Initiative: 10
Openness: -20 Skill: 0
***Resistance*: 4**
***Wound Levels*:** 4/4/4/4/4/4/0

Tyrian, Tal Shiar Spy

Tyrian is a *Tal Shiar* agent who has operated in the Frontier for many years in the guise of Tyrek, a prominent Vulcan mining advisor. As Tyrek, she is free to travel to many different worlds without suspicion. Once there, she often disguises herself (possibly as a member of another species) and performs her mission. Then, as Tyrek, she departs.

Since Romulans and Vulcans share the same genetic ancestry, there is no easy way to prove that she isn't Vulcan, but psychology is another matter. Tyrian was not raised with the emotional restraint inculcated into every Vulcan, and sometimes it shows. Though she's careful to vent her frustrations frequently in sealed holodeck combat programs, it is possible to anger or annoy her beyond her ability to conceal.

Her temper is one of Tyrian's weaknesses: her more subtle weakness is a romantic side. She has become powerfully infatuated with her superior, whom she knows only as "Proteus." If she were to learn of a rival for Proteus's love, her "Vulcan detachment" would vanish in an instant.

She got into espionage for thrills and excitement, and she's had her share: but it frustrates her that she can't reveal her triumphs or even fully experience them. Her greatest pleasure lies in out-smarting Federation Intelligence, but Commander Doleo's persistence worries her.

Image: Tyrian looks like a tall, attractive, white female Vulcan whose ears are slightly less prominent than usual.

Roleplaying: Always act icy and emotionless as Tyrek, unless you're provoked for a long, long time. Then blow up in an explosion of fury. When you're out of your Tyrek disguise, gloat and sneer at the puny, pathetic ploys of your enemies.

Attributes
Fitness 4
Strength +1
Coordination 3
Dexterity +1
Intellect 3
Perception +1
Presence 3
Willpower +1
Psi 0

Skills
Administration (Mining Colony) 2 (3)
Athletics (Running) 2 (3)
Computer (Hacking) 3 (4)
Demolitions (Shipboard Demolitions) 2 (3)
Disguise (Vulcan) 2 (3)
Dodge 2
Energy Weapons (Disruptor) 3 (4)
Espionage (Intelligence Techniques) 3 (4)
First Aid (Romulan) 1 (2)
Language
Romulan 2
Vulcan 2
Material Engineering (Metallurgical) 1 (3)
Planetary Sciences (Mineralogy) 1 (3)
(Geology) (2)
Search 4
Security (Security Systems) 2 (3)
Stealth (Hide) 3 (4)
Streetwise (Pro-Romulan sympathizers) 3 (4)
Unarmed Combat (Romulan Martial Arts) 3 (4)

Advantages/Disadvantages
Alertness +2
Dark Secret -3
Courage: 4

***Renown*: 10**
Aggression: 5 Discipline: 4 Initiative: 1
Openness: 0 Skill: 0
***Resistance*: 4**
***Wound Levels*:** 4/4/4/4/4/4/0

Commander Modex, Romulan Nemesis

Modex is an honorable man who hates the *Tal Shiar* almost as much as he hates the Federation. He has served with distinction along the Klingon and Federation borders, and more than one lost cruiser—Federation, smuggler or even Klingon—fell to Modex's ship.

Recently Modex has been placed in command of a warbird, the *D'vairin* . Outfitted with the latest cloaking and weapons technology, he eagerly anticipates an "incident" with the *U.S.S. Himori*. Modex

has encountered Captain Fanon before and respects him as a skilled adversary. He considers honorable, all-out combat the purest, most sincere transaction that can occur between two intelligent beings, but is not stupid enough to start an interstellar incident unless first provoked. He is disappointed by those who beg for mercy (unless it's part of a ploy) and has nothing but contempt for the politics of the *Tal Shiar*. He regards them as cowards and weaklings whose only power comes from subverting the strength of their betters, and he refuses to sink to their level.

Although he's a ruthless killer and inflexible in his desire to destroy the Federation, Modex adheres to a strict code of honor and will never break his word—even if it means his own death.

Image: Modex is an imposing, massive Romulan with deep, intense eyes.

Roleplaying: Never make a threat you can't back up. Never show respect to an enemy until it's earned. Avoid compromise, and never cheat.

Attributes
Fitness 3
  Strength +1
Coordination 3
Intellect 4
Presence 5
  Empathy +1
Psi 0
Skills
Administration (Romulan Senate) 2 (4)
Artistic Expression (Painting) 1 (3)
Command (Starship Command) 4 (5)
Computer (Research) 2 (3)
Culture (Romulan) 3 (4)
Dodge 2
Energy Weapon (Disruptor) 3 (4)
History (Romulan) 2 (3)
Intimidation (Overawe) 3 (4)
Language
  Romulan 3
Law (Treaty of Algeron) 1 (2)
Planetary Sciences (Planetology) 1 (2)
Propulsion Engineering (Quantum Singularity) 1 (2)
Shipboard Systems (Command) 3 (4)
Space Sciences (Astrophysics) 1 (3)
Starship Tactics (Romulan Naval Tactics) 3 (4)
Strategic Operations (Invasion Strategies) 3 (4)
Systems Engineering (Cloaking Device) 2 (3)
Unarmed Combat (Romulan Martial Arts) 2 (3)
World Knowledge (Remus) 2 (3)
Advantages/Disadvantages
Arrogant -1
Code of Honor (Honesty) -2
Commendation (Romulan Medal of Honor and Valor) +3
Intolerant (Espionage) -1
Strong Will +2
Tactical Genius +3
***Courage*: 5**
***Renown*: 50**
Aggression: 11 Discipline: 10 Initiative: -8
Openness: -12 Skill: 9
***Resistance*: 3**
***Wound Levels*:** 3/3/3/3/3/3/0

Other Governments

Governor Stellis

Stellis is the Governor of Valer IV. A Harelian, he is known as a stirring public speaker and as a shrewd deal-maker. He's a high-ranked member of the powerful Counsel on Interstellar Diplomacy, and his experience with negotiating with other branches of the Harelian government has served him well in his dealings with the Federation on Valer IV. Unfortunately, his diplomacy is starting to wear a little thin. He is increasingly alarmed by rumors of Romulan operations in the Frontier. Initially, he called for greater Federation vigilance, but to no avail. Consequently, his stance has shifted to promotion of an independent defensive militia on Valer IV—an idea opposed by the Federation representatives. This leaves Stellis deeply frustrated: he feels that the Federation is unwilling to protect him, but equally unwilling to let him protect himself.

Starfleet officers in the vicinity of Valer IV quickly become accustomed to Stellis's frequent requests for tactical data, his demands for classified defense data, and his perpetual complaints about the frailty of the Federation's defenses.

Attributes
Fitness 2
Coordination 2
Intellect 3
  Perception +1
Presence 3
Psi 0
Skills
Administration (Colony) 4 (5)
Bargain (Mineral Ore) 2 (3)
Culture (Harelian) 2 (3)
Diplomacy (Commercial Treaties) 3 (5)
Fast Talk 3
History (Harelian) 2 (3)
Language
  Harelian 2
Law (Federation Law) 3 (4)
Merchant (Minerals) 3 (4)
Persuasion (Oratory) 2 (3)
World Knowledge (Harelia) 3 (4)
  (Valer IV) (4)
Advantages/Disadvantages
Ally (Federation colony representative) +2
Argumentative -1
Contact (Admiral Keil) +3
Shrewd +1
***Courage*: 2**
***Renown*: 19**
Aggression: 4 Discipline: 3 Initiative: 2
Openness: 5 Skill: 5
Resistance: 2
***Wound Levels*:** 2/2/2/2/2/2/0

Chapter Two

Aiding and Abetting

Starfleet regulations require starships to offer all possible aid to vessels in distress. Many Crewmembers stuck on routine duties actually jump at the chance to answer a distress call, welcoming it as break from the daily routine. Often, excitement waits at the source of the call, or heart-warming gratitude from those in need. But sometimes, answering a sudden call can bring the Crew into contact with strange characters. What should they do if confronted with suspected criminals? What if their ship becomes embroiled in galactic intrigue, to the impediment of their own mission? Steering clear of such entanglements while maintaining peace and rendering aid can try the skills of even experienced officers.

Background

A month ago, daredevil pilot and Federation citizen Emerson Ames flew his tiny ship across the Neutral Zone, hopping from asteroid to planetoid for cover. It took Ames more than a week, but he eventually arrived at Romulus itself. Naturally, Romulan Security Forces apprehended him in orbit and imprisoned him. An act of daring madness, Ames purportedly did it on a drunken dare, although the Romulans accuse him of being a Federation spy. Humiliated by Ames' penetration of their defense system, and furious the whole thing was a prank at the expense of their security force, the Romulans would have simply executed him were it not for Starfleet's diplomatic intervention.

Starfleet sends Admiral William Proudfoot to negotiate for his release. Somehow, he must convince the Romulans that Ames is not a Federation spy, that the escapade is nothing more than a young man's foolhardy escapade, and furthermore argue for Ames' freedom, without convincing the Romulans of Ames' usefulness as a bargaining chip in future negotiations. It is a delicate task, one for which the experienced, wily negotiator is well qualified.

Starfleet Command orders the Crew to rendezvous with the *U.S.S. Ticonderoga* and transport Admiral Proudfoot to Starbase 39-Sierra for negotiations with Romulan representatives. But before they can complete this simple job, they answer a distress signal from a disabled Orion merchant vessel. Badly damaged, the freighter requires substantial repairs and seeks the Crew's help. However, as they spend time with the Orion crew, the Crew become more and more convinced that the friendly-seeming Orions are attempting to gather information about the Crew and their ship. Moreover, the Crew comes to suspect that their guests conceal something significant. In fact, they are: Rokan Par, an agent of the *Tal Shiar*. Delayed by the repairs, the Crew begins to investigate their suspicions, but the Orions move the hidden Romulan agent to an new location: the Crew's own cargo bay.

The Orions

The merchants of Orion engage in legitimate trade throughout the Alpha quadrant, transporting dilithium crystals, Klingon basketwork and even French wines to and from non-Federation planets and sectors; the Orions perform these services with alacrity, ever in competition with the Ferengi. Banding together in small business operations, Orions tend to keep to themselves, and concern themselves with their own affairs. Much like the gypsies of ancient Earth, they recognize no over-arching authority beyond their immediate group. Orion merchants and their crews want to travel the Galaxy, earn a living and be left alone. Most Orion merchants travel the trade routes earning an honest living, and make a good profit. Yet there is nothing like legal activities to provide a perfect cover for shadier dealings.

By remaining outside the United Federation of Planets, the Orions remain free to pursue whatever business ventures they see fit. They can trade with whomever they want, and sell whatever the market will bear. There are those Orions who cater to the interstellar black markets. They sell weapons to rebel movements, smuggle illegal substances into the Federation, and trade with various unsavory and dangerous elements. While Federation ships—Vulcan, Tellarite, Starfleet, and the like—cannot travel to Cardassia or Romulus, the Orions are not bound by these strictures. Some Orions see a profit to be made, and have no qualms about trading with the Federation's enemies.

For years, the Federation has suspected Orion merchants of trading with the Romulan Star Empire. Indeed, they are believed to be a major source of bootlegged Romulan ale. Yet Starfleet Intelligence suspects them of more. Orion ships often travel deep into the Neutral Zone with apparent impunity, where another planet's traffic might call forth irritated protests from the Romulan High Command or a swifter, more deadly, response. Nothing stops the Orions from carrying more than Targan spice rum, and selling more than molecular particle coils. What's more, since Orion isn't a member of the Federation, little can be done to control their activities without violating interplanetary law, short of all-out conflict.

When the Crew eventually discovers the Romulan, they face a new dilemma. Any trouble involving the captured Romulan might prevent the release of the pilot detained on Romulus. The Crew's true goal once they encounter the Orions is to uncover evidence of an Orion-Romulan connection to use during the upcoming negotiations and to report to Starfleet Intelligence.

En Route

The Crew heads on a course from the rendezvous point with the *U.S.S. Ticonderoga* to Starbase 39-Sierra. Several hours earlier, Admiral Edward Proudfoot, Sr. beamed over from the *Ticonderoga*, to be transported to delicate Romulan-Federation negotiations for the release of Emerson Ames. When he beamed aboard, Proudfoot, withdrawn and taciturn, had little to say. Concerned about the upcoming negotiations, he anticipates that obtaining Emerson Ames's release will require all his skill. No doubt the daredevil will become a hero to some, instead of getting the punishment he so richly merits. These thoughts only make Admiral Proudfoot's frown deeper.

Soon after he comes on board, Proudfoot sequesters himself, alternating between preparations for the upcoming talks and visiting the holodeck, where he performs Lakota Sioux rituals in an ancient Earth prairie environment as a form of mental relaxation. During the trip, the Crew may occasionally see him entering or exiting the holodeck, his long gray braids swinging down his back. In anyone else, this unsociable behavior would certainly arouse comment; but Admiral Proudfoot's record as a negotiator is so sterling that an observer is wise to take notes on his methods, however unusual they may seem. Starfleet legend has it that the first negotiation he successfully completed was a petition for his non-regulation hairstyle, which he has worn for as long as anyone can recall.

As the Crew's starship progresses through space, a Crewmember on the bridge picks up a distress call from the *O.M.S. Kamerain*. The signal is automated, relaying the ship's position and technical data; the *Kamerain* is a non-aligned freighter, carrying a crew of 24. A massive failure of the photon induction unit has left the ship disabled, and caused a deadly radiation leak. A Routine sensor sweep (using the Shipboard Systems (Sensors) skill) detects the vessel holding position at the stated coordinates. A success one difficulty level higher than required (*e.g.*, rolling a 6, 7 or 8 for a Routine task), and the sensor operator confirms that the *Kamerain* indeed suffered damage to it's photon induction unit. Checking the starship's memory banks uncovers no information on the *Kamerain*; the ship is not registered with the Federation (though it is likely registered on a neutral world, like Rigel IV or Ferenginar).

The captain, following Starfleet protocol, orders an intercept course for the disabled ship. If the captain is a player character, she should make a similar decision; you may want to remind her that Starfleet regulations require aid be rendered to all vessels in distress.

LCARS 2.2

Hail Fellow, Well Met

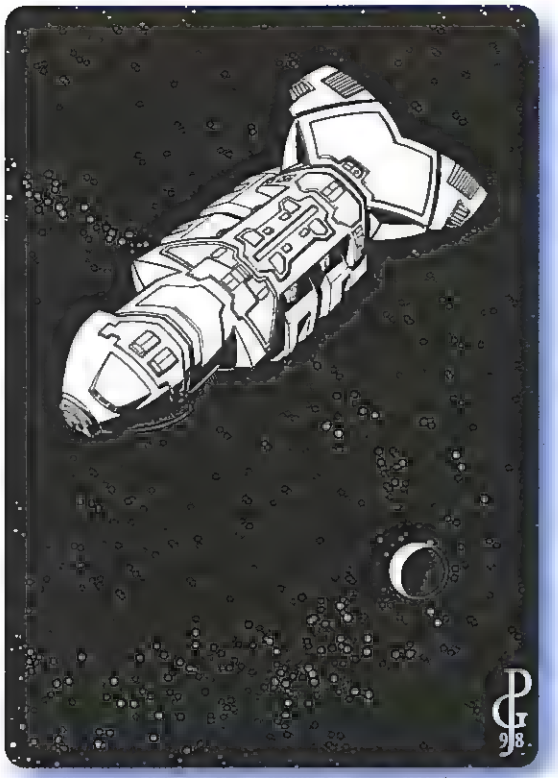
The source of the distress call appears on the main viewscreen as the ship approaches. Her hull does not appear unusually battered or scarred; no evidence of a space battle or meteor strike. No particular markings distinguish it. It doesn't have the well-known horseshoe bulge of a Ferengi vessel, the fierce beak of a Romulan ship, or the thrusting, gun-like outline so distinctively Klingon. In fact, it's shape is boxy and dumpy. Dingy and rather seedy looking, small dings and scratches mar its originally sleek lines. It looks like a ship that's seen a solid 20 years of service: beaten up in a lot of little ways.

A cursory scan reveals that her weapons are not charged and that her warp engines are off line. Life scans reveal 24 life forms on board. Radiation levels are high, and climbing.

Almost immediately, Captain Mullio Smug, an Orion, hails the Crew's ship eagerly. After

If for any reason Crewmembers enter the holodeck to visit with Proudfoot—to give him a status report, invite him to dinner with the captain, or perhaps have a word with a well-known admiral—they find him seated in a traditional Lakota ritual setting. He welcomes them, dropping much of the Starfleet rank protocol. The holodeck environment shows night on the High Plains. Shoulder-height prairie grass stands all about, trampled down in a wide, square area. About 20 holodeck-generated Native Americans sit around a low-burning bonfire. The ritual is already over; clearly the "relax and socialize" portion of the evening. His harsh features thrown into high relief by the flickering flames, Proudfoot sits among the men in a place of honor as one who has passed middle age without falling to an enemy attack. At sixty-five, imposingly muscular and lean, he looks at home in his buckskins.

The Native Americans make room for the Crewmembers. At first, Proudfoot is a little reluctant to talk shop. But he drops his normal reserve after relaxing, so he doesn't resist if the Crew persists gently. He admits he thinks the Romulans have something up their sleeve. He feels that they're too cooperative, which is completely out of character for the Romulans. This stupid young pilot should be a serious embarrassment to the Federation, a perfect opportunity for the Romulans to really twist the diplomatic knife, so to speak. Instead, they've been cooperative, agreeing to a diplomatic envoy to discuss his release. He surmises that Ames likely faces months of incarceration at a starbase, until doctors determine that he hasn't somehow been suborned, hypnotized, implanted with suggestions, or some other devious Romulan plot. Proudfoot brightens visibly at the thought of the weeks of annoying tests lined up for the reckless pilot.



introducing himself, he requests aid from the Starfleet vessel. The photon induction unit failed, causing a plasma fire, damaging several systems, and flooding the ship with radiation. The *Kamerain* does not carry a spare induction unit, and his engineer was injured in the explosion.

Betazoid characters (or similarly psionic species) pick up that Smug seems unconcerned about the recipients of the supplies, but rather about his fee if he should fail to deliver on time. This is a Nearly Impossible Receptive Empathy or Receptive Telepathy Skill Test (the modifiers for psionic skill range has already been added in). He appears to be hiding something—the existence of Rokan hidden in the hold and his ties to the Romulans—which psionic characters are unable to discern because of Smug's Strong Will; this requires an Opposed Test between the telepath and Smug, with Smug rolling an additional die.

The Crew (particularly the Chief Engineer) may offer to perform repairs on the *Kamerain*. If not, the captain asks the Crew for their assessment of the situation and recommendations. When the Crew or captain volunteers to repair the crippled merchant freighter, Captain Mullio Smug becomes overwhelmed with relief.

WHAT'S HE REALLY UP TO?

Smug indeed carries medical supplies bound for Psellus III, but that's not all he conveys. He has made a deal with the Romulans to smuggle a *Tal Shiar* agent, Rokan, into Federation space. In addition, a cadre of Romulan agents hiding on Psellus III are the recipients of Smug's medical supplies—a vaccine for a local disease to which they are susceptible.

However, Smug could not anticipate his warp drive malfunction. Nor did he expect the arrival of a Federation vessel in answer to his distress call. If some helpful starship can fix his engines in a day or so, he considers himself lucky and he can go on his way, so long as they don't discover his secret.

LCARS 2.3

Criminals Make Strange Bedfellows

Members of the Crew beam over to the *Kamerain*, including the Chief Engineer and a number of medical personnel. The Crew, knowing the reputation of Orions, might be suspicious of helping them. Suspicious Crewmembers might beam over with a detachment of security guards to watch the merchants.

The Crew materializes in the *Kamerain*'s transporter room. Captain Smug and his first officer, Harbo Kutch, stand near the console. Smug rushes forward, gratefully shakes each Crewmember's hand and thanks them for coming to the *Kamerain*'s rescue. He leads the group to the engine room at the center of the ship.

In person, Captain Mullio Smug is tall and lean. His eyes and teeth gleam enigmatically as he smiles at the target of his conversation. He smiles almost constantly, although at times he seems to be simply baring his teeth. He's very handsome, but in a rather cold way. He wears a simple black suit made of very fine cloth and very pointy shoes made of the iridescent leather of some unknown beast.

The freighter's interior surprises the Away Team. In contrast to the dingy, unprepossessing exterior they saw before, the Crew encounters rather luxurious trappings. The vessel sports fancy, mellawaxine tiling from Ferenginar. The doors and moldings have gleaming traces of latinum trim. The lighting is excellent and discreet. The Orions wear the casual jumpsuits of non-military spacers, tending to favor dark grays and blacks. Their equipment seems functional and well-worn. The shiny marks of long usage may be seen on their tricorders, the equipment they carry and the comm panels set in the walls. Everything they see resembles Captain Mullio Smug's suit: understated, well-made, and not at all cheap.

Radiation Sickness

In addition to Smug, two tall, muscular Orions escort them through the ship. They politely inquire if they can be of any service, if the Crew needs any extra equipment, any assistance or refreshment. They provide a travelogue describing the layout of the ship.

Troubleshooting:

What if the Crew refuses to assist Smug and the *Kamerain*? Remember, players do not like to be railroaded, so having the captain order the Crew to do so might make them feel powerless to control their destiny. (Although they belong to Starfleet, and should accept the ramifications of the chain of command). If the PC's choose not to assist the *Kamerain*, you can have Smug beg, pleading his case for the sick and dying on Psellus III.

Smug explains the urgency of the medical shipment, and pleads that the Starfleet vessel at least take his cargo and a small complement of his crew to supervise its delivery. If the Crew decides to deliver the cargo (with or without the Orions), then Rokan (concealed in a medical container) gets loaded into their cargo bay along with strict admonishments not to open lest the medicine be spoiled. The Orions who accompany the shipment try to keep her secret from the Starfleet officers, but eventually, she's bound to be discovered.

At worst, the Crew moves on, to leave the *Kamerain* to its fate. A few hours later, the ship picks up another distress call from the *Kamerain*, this one requesting evacuation before the ship blows up. When the starship turns around to evacuate the ship, this places Smug and his crew on board the Crew's ship; it is now too late to repair the ship. In addition, Smug makes sure to bring the bogus medical supplies cargo container holding Rokan. (See "Radiation Sickness," below). Ten minutes later, the *Kamerain* erupts in a bright fireball. If they refuse to help the Orions again, seriously question their membership in Starfleet.

2.3

HYRONALIN

To combat the effects of radiation, the Crewmembers beaming over to the *Kamerain* should receive an injection of hyronalin before transporting. One dose of hyronolin combats the effects of radiation for four hours. Frequent injections may be necessary while the Crew repairs the Orion's ship.

2.4

As the Crew makes its way around the ship, they notice that the *Kamerain*'s crew begins to show the effects of radiation sickness—lassitude and nausea. While the Crew makes its way to Engineering, have one or two of the Orions stumble or pass out. This should convince the Crew to transfer the Orions to their starship for treatment. Should the Crew make this suggestion to Captain Smug, he readily accepts, with one proviso: his ship carries a shipment of medical supplies bound for Psellus III. The planet's need is fairly urgent, but the radiation is spoiling the vaccine. He asks that the containers holding the medicine be beamed over to the starship, in addition to his crew.

Enterprising Crewmembers might suggest introducing hyronalin vapor into the *Kamerain*'s ventilation system (as seen in the TNG episode "Final Mission"), to treat the Orions and protect the Crew as they make repairs. This is all well and good, Smug points out, but it does nothing to safeguard the medical supplies; they still need to be beamed over to the starship. Smug knows there is no way for Rokan to receive a treatment, and he hopes she remains unaffected. By beaming her off the ship, he assures her safety, along with rest of his crew. Although the hyronalin vapor idea will work for the Orions, the container hiding Rokan is airtight; either way, he pushes for the hidden Rokan to be moved off the *Kamerain*.

LCARS 2.4

SICKBAY

The PC's may inquire about casualties, or Smug might direct medical personnel to the ship's sickbay. The *Kamerain*'s engineer, Mooj Taha, suffered severe burns in the explosion. Little more than a room with two beds and some basic (though expensive and well-maintained) equipment, Taha lies motionless while an Orion tends to his wounds. His body is covered with blisters and scorched flesh. Examining him, requiring a Routine Personal Equipment (Medical Tricorder) or Medical Science Skill Test, medical personnel find extensive third-degree burns and low vital signs.

Should the Crew ask the ship's doctor, Zinn Ijiko, about administering hyronalin to the rest of her crew, she points out that they do not stock a supply. She asks if Starfleet can supply her with some. If the Crew hasn't suggested evacuating the *Kamerain* up to this point, Ijiko's question should spotlight the idea.

During the examination, Taha convulses and begins to choke—he's having a heart attack. Crew doctors can stabilize him with a Moderate Medical Sciences Skill Test, or beam him over to their starship for emergency medical care. Either way, he should be moved to the Crew's ship. Zinn Ijiko beams over with him.

Engineering

The Engineering room can be found at the center of the ship. Smug stands aside and gestures for the Crew to enter. The area is as spotless and well-designed as the rest of the vessel, although Starfleet-style flooring replaces the mellawaxine flooring seen in the exterior corridors. The room shows extensive damage—the small warp drive stands dark and silent, scorch marks from a small plasma fire mar the walls and several instrument panels gape open.

With a clatter of tumbling parts, a young and very depressed-looking Orion emerges from beneath a console. He leaps up at the sight of the Crew and welcomes them with tremendous enthusiasm, introducing himself as Jorrka Pell, the engineer's apprentice. He practically babbles with relief, explaining that he doesn't really know much about warp engines at all because this is his first flight as an apprentice engineer. So far, Engineer Mooj Taha only had him do conduit maintenance and similar menial tasks. Clearly, he has no idea how to proceed and needs help. He appreciates the Crew's aid intensely.

Pell shows the Crew around, explaining the layout of the various systems. He's not sure why the photon induction unit failed, though he suspects it was due to a lack of maintenance. Although the most serious problem is the damaged unit, which certainly must be replaced, the more diagnostics the Crew runs, the more things wrong they find.

Investigating the extent of the damage, engineer characters discover a host of problems. When the photon induction unit failed, the plasma injectors became fused, blasting plasma into the warp core. This in turn burned out the magnetic constriction elements along

the length of the core. Secondary damage to the matter/antimatter reaction injectors—to such components as the magnetic quench block and antideuterium sublimator—rounds out the engineering Crew's tasks. Luckily, the starship can replicate the components. To repair all the damage to the *Kamerain*'s warp drive takes a total of 50 hours, which an engineer can estimate with a Routine propulsion engineering Skill Task. Repairing the *Kamerain* is an Extended Task that takes 10 turns, with a turn length of five hours. The engineering crew requires a total Test Result of 80 to fully repair the warp drive.

Narrator Tip: Engineer PC's who perform repairs on the warp drive effectively remove themselves from the rest of the adventure. One way to handle this is to have the character work for one or two shifts, while supporting cast engineers tackle the majority of the repairs. Another option is to call the Engineer back to the starship, for a department head meeting, routine test or minor repair. Later on, it may become important for the character to be on the *Kamerain* (see "Guess Who's Coming to Dinner").

If the repairs take less time than previously stated, feel free to make them more extensive, or have the new components fail when brought on-line.

While the Engineer surveys the damage, the *Kamerain* suddenly lists to one side, pitching everyone onto the deck and into bulkheads. When asked for the reason for the sudden instability, Smug sheepishly admits that the bridge suffered some damage as well.

The Bridge

Smug takes the Crew up to the *Kamerain*'s bridge to survey the damage there. The captains chair rests in the center of a cramped room. Computer consoles line the walls of the triangular bridge, while at the front is the location of the flight control station. Some of the control surfaces are dark, others flicker erratically. When they enter, dejected looking Orions turn to look at the Crew, the sense of relief feeling almost palpable. Smug explains that when the photon induction unit failed, stray photons bombarded many of the *Kamerain*'s other systems. While the life support and communications systems seem unaffected, flight control, operations, and tactical systems work sporadically, and sensors are completely down.

Scrutiny of the damaged bridge stations, requiring various Routine Systems Engineering Skill Tests, determines an additional 13 hours is required to install and integrate new bridge consoles. Again, this is an Extended Test, requiring a total Test Result of 40.

Smug's Request

The amount of time it will take to repair the *Kamerain* is totally unacceptable to Captain Smug. He informs the crew and captain that his shipment of medical supplies must arrive at Psellus III in three days, and pleads that the Starfleet vessel at least take his cargo and a small complement of his crew to negotiate its delivery. Naturally, they cannot abandon the *Kamerain* and fly on to Psellus III; if they agree to deliver the cargo (with or without the attending Orions), the starship cannot effect repairs to the damaged warp drive.

On the other hand, the starship can replicate the needed parts, beam them over to the *Kamerain* and let the Orions handle the repairs themselves. In this case, much of the action takes place on board the Crew's starship. If the Crew decides to deliver the cargo (with or without the Orions), then Rokan (concealed in a medical container) gets loaded into their cargo bay along with strict admonishments not to open lest the medicine be spoiled. The Orions who accompany the shipment try to keep her secret from the Starfleet officers, but eventually, she's bound to be discovered.

The other solution is to tow the damaged *Kamerain* behind the starship, using the tractor beam. This will slow down the starship's progress to Psellus III, but not enough to make

TROUBLESHOOTING:

This has the potential to spin the adventure out of control. Players might immediately focus on the medical supplies in their own cargo hold. Go to "Getting Warmer," below. Scanning the containers for life signs with tricorders does not reveal Rokan's presence, because the container in which she's hidden has been outfitted to relay false readings. The more powerful sensors, however, cannot be fooled in this fashion. Smug and the two Orions guarding the containers make every kind of excuse to keep them from discovering Rokan.

A complete internal scan of the ship should take several hours, as the sensors must detect each individual life form. This is an Extended Shipboard Systems (Sensors) Skill Test, with a turn length of 30 minutes, requiring a total Test Result of 100 (modify the time by the size of the Crew's starship. We used a Galaxy-class ship). Asking the computer to identify any intruders on board would work faster; Crewmembers can accomplish this by asking the computer to eliminate everyone wearing a comm badge and then identifying the locations of those remaining. (Just to make this more difficult, identify several off-duty personnel who go without their badges, so the PC's have to eliminate several red herrings).

It's okay if you jump to the final encounter, where the Crew discovers the hiding Rokan; it doesn't mean the adventure is over. First, they have to capture Rokan and imprison the Orions. The Orions might somehow escape the brig (perhaps when Ijiko hacked into the ship's computer (see "An Indiscretion"), she left a back door code that allows the Orions to escape). The Orion government, such as it is, might protest the detainment of Orion nationals, spinning the adventure into a tense negotiation. Captain Smug or some of his crew might bargain information about *Tal Shiar* operations for their freedom, leading the adventure in a completely different direction. Finally, you can always play out Admiral Proudfoot's negotiations, using Rokan and the Orions as a bargaining chip.

Of course, this shouldn't become a problem if the Orions have been treated with hyronalin gas. The discrepancy should never come up.

the shipment late. And it keeps the *Kamerain* and Orions close at hand.

LCARS 2.5

Beaming Over

The Orion crew beams over to the starship in small groups for their hyronalin injections. Three groups of six Orions materialize in the transporter chamber, some leaning on others as they suffer from radiation poisoning. The captain should assign one of the Crew to supervise the process, a medical officer, security officer or perhaps even the XO.

Two of the Orions beam over to one of the starship's cargo bays with the two containers holding the medical supplies bound for Psellus III. These containers are about as large as two coffins stacked on top of each other, built of vacuum-grade titanium riveted together. They're sealed with contamination alarms—should one be opened, signaling a possible release of the biochemical material supposedly inside, alarms will go off, alerting the ship to a possible biohazard contamination. The Narrator should not let any Crewmember succeed in opening any of the containers; the Orions gently remind anyone attempting to open the containers that the medicine inside might become contaminated.

While the Orions remain on board the ship, suspicious Crewmembers might suggest guards be assigned to them, just to be on the safe side, though Smug will certainly take this inhospitably.

As soon as they enter sickbay, the Orions crowd around Mooj's bed, inquiring after his health and expressing their concern for him. It takes a few minutes for the medical staff to round them up to receive their shots. Innoculating the Orions takes approximately half an hour, and is a Routine medical sciences Skill Test (though a dice roll is not required). The hyronalin takes effect almost immediately. In a few hours, all the Orions will be feeling much better. Before the Orions beam back over to the *Kamerain* to assist the Crew with the repairs and go about their normal duties, go to the next encounter, "Token Gratitude."

If the Crew opts for the hyronalin gas solution, Captain Smug and two Orions accompany the containers holding the medical supplies to one of the starship's cargo bays, as discussed earlier.

Hey, Wait a Minute...

A total of 18 Orions beam over to the starship. Perceptive players might remember that initial life scans of the *Kamerain* showed a total of 24 people on board. Two are already in sickbay, another two are in the cargo bay watching the medical supplies, plus Mullio. Should the Crew ask Mullio Smug about the discrepancy, he looks around with a perplexed expression on his face. The *Kamerain* carries a total of 23 people, Smug replies. Perhaps, he suggests, the ship's sensors need recalibration, or someone misread the data. Maybe the radiation affected the sensors; this seems the most plausible explanation, which the Crew might realize with a Routine Shipboard Systems (Sensors) Skill Test.

Of course, the missing person is Rokan Par, the hidden Romulan spy. Smug certainly won't admit to this. If a Crewmember thinks to scan the *Kamerain* again, looking for the missing person, they find the ship empty of Orions. Bringing this problem up to the captain, or other command personnel, leads to the decision to run a level 3 diagnostic. This requires a Routine Systems Engineering (Sensors) Skill Test, or a Moderate Shipboard Systems (Sensors) Skill Test. Success reveals no malfunction in the sensor system.

Token Gratitude

Either once the Crew gets to work on the *Kamerain*, or the Orions receive their hyronalin injections, Mullio Smug courteously asks to see the captain. He would like to express his gratitude personally. When the Crew checks with the captain, he should give his permission.

The captain waits for Smug's arrival in either his personal ready room, an observation lounge or similar location. Smug sweeps into the room and begins a flourishing speech introducing himself and thanking the captain for saving the lives of himself and his crew. As a token of his gratitude, he presents a small holographic projector. This is a palm-sized disk a few inches in height. When turned on, the three-dimensional image of an Orion animal

woman appears and begins to dance, accompanied by hypnotic music. As the Crew beholds the lovely (or tacky, depending on one's tastes) image, Smug thumbs the switch at the base and the animal women disappears.

The captain tries to accept the gift with some degree of aplomb and for the time being places it either in his ready room, quarters or observation lounge. As soon as his guest leaves for good, however, he fully intends to get rid of it; he doesn't want to offend Captain Smug.

Once the captain accepts the gift, Smug requests that his crew be allowed to remain on the starship until the radiation leak is contained. Although they've received hyronalin injections, the dose lasts for only a few hours. Eventually, the Orions will have to beam back over for another injection anyway, Smug argues. The radiation leak continues until the repair crews back on the *Kamerain* achieve a Test Result total of 45. The captain asks the Crew for their recommendations. If they suggest it be allowed, the captain asks one of them—the Ship's Counselor, First Officer or Chief of Security—to make all the arrangements. Smug appears delighted, flashing his toothy smile. Rejected, Smug appears crestfallen and a bit insulted.

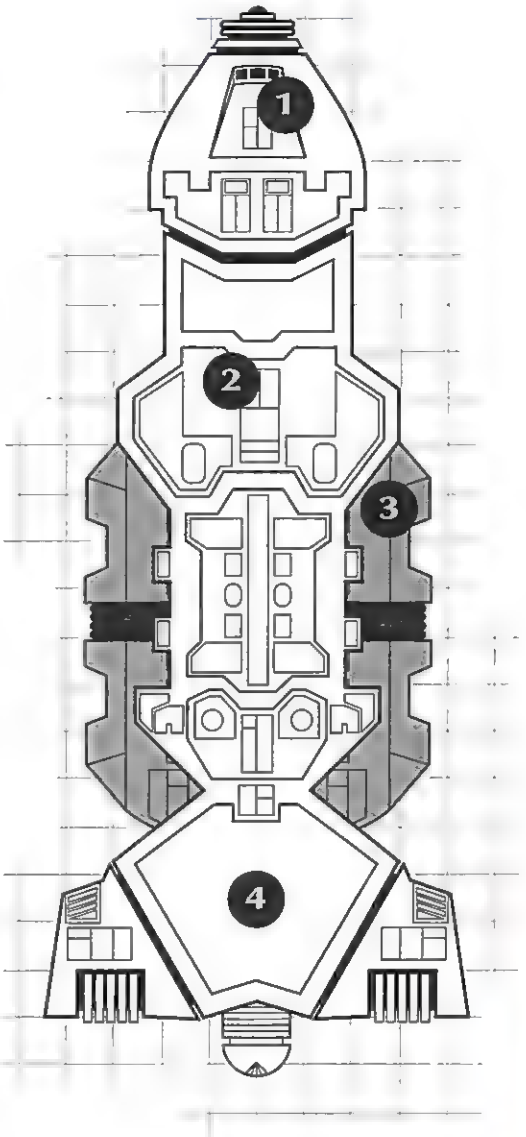
If the captain agrees, move on to "A Night of Revelry," below.

Alternately, if the Crew opted to flood the *Kamerain* with hyronalin vapor, thus negating the need to evacuate the ship, or the repair crews achieve the necessary Test Result Total in record time, then there is no reason for the Orions to stay on the starship. Smug instead suggests some of his crew beam over to entertain the officers on board the starship; they can perform Orion balalaika music, perhaps put on a performance of Antarian folk dancing, and, of course, sell some of their wares. He tries to convince the captain this is the least his crew can do to repay Starfleet's kindness. After all, he argues, the time between shore leaves can be long, and it is an Orion custom to repay debts of kindness. The Ship's Counselor might find this perfect for morale, if a player character (and agrees with Captain Smug's argument if an NPC). The captain asks for opinions from any senior staff present (such as the Chief Security Officer or First Officer), essentially leaving it up to them (see above).

LCARS 2.6

About The Projector

The holographic projector contains a spy device that records everything said within 10 feet of it. Once every 24 hours, it emits a rapid transmission of whatever it recorded to the other half of the device, wherever that may be. The transmission would be detected as an unusual signal by the ship's instruments; however, unless the Crew actively searches for strange transmissions from onboard their ship during the sleep schedule, they remain unaware of it. Have a searching Crewman



OMS KAMERAIN

1. BRIDGE
2. SICKBAY
3. CARGO BAY MODULE
4. ENGINEERING

See Appendix 1 for individual maps.

TROUBLESHOOTING:

The Crew might pick up on the matter of Orion lawfulness (or lack thereof). Having potential criminals running around the ship should shake up any conscientious Academy graduate. What if the Crew argues against Smug's request? How should you handle this?

Again, the matter of feeling "railroaded" rears its ugly head. Having the captain allow the Orions to come on board the ship might be seen by some players as having control over their character's destiny taken out of their hands. On the other hand, they have to adapt to the wishes of their commanding officer—that's part of being in Starfleet. While the Crew may question the Orion's lawfulness, the Orions have done nothing to warrant such suspicion. Starfleet officers certainly don't subscribe to this kind of prejudice. You, as the captain, can acceed to Smug's request, for these reasons. Feel free to make these points when playing the captain. If the Crew feels strongly that they pose a threat to the ship, they can always suggest posting guards at a discrete distance, to watch the Orions while on board the ship.

If one of the players portrays the captain, allow them to make the final decision

If the Orions will be staying on the players' ship, assign one of the Crew to watch over them. Once they get settled in their quarters, four of them offer to entertain the crew. They suggest the Crew conduct them to one of the galleys on the ship (or a similarly appropriate place, like a forward observation lounge). If the PC's don't think of this, have one of the Orions prompt them by asking where they can meet the rest of the crew.

Play this up for all its worth. The Orions won't take "no" for an answer. Have them unpack their musical instruments and banter among themselves—a hive of activity. No matter what excuse the PC comes up with, the Orions have an answer: "It would disrupt the crew's schedule." No it wouldn't, they reply, it'll be good for morale. If the player character uses obtaining the captain's permission as an excuse, the Orions push to ask him.

2.7

make a Challenging Shipboard Systems (Sensor) or (Communications) Skill Test to detect and triangulate the signal. The device is well-hidden inside the complicated circuitry of the projector, but can be discovered by a determined engineer (with a Challenging systems engineering Skill Test).

By the time it's discovered, it should become a serious security breach. How much have the Orions heard? Where has the statue been sitting? On the Captain's desk, or perhaps in his quarters? Answer these questions by simply playing back the statuette's recordings.

Guess Who's Coming to Dinner

After consulting with the captain and making arrangements to receive the Orions, the crew of the *Kamerain* beams over some of their belongings in several cases—some of simple worn leather, others or exotic and ornate design—which, they explain to curious Crewmembers, carry their instruments and wares. A search of their valises turns up nothing more than clothing, makeup, musical instruments and knick-nacks from across the quadrant; the Orions wouldn't be foolish enough to carry proscribed items onto a Federation starship.

Throughout the Orion's stay on the starship, whenever the Crew turns around, there's an Orion again, smiling and asking more questions. Wherever they go, they peer curiously at every console, light fixture and maintenance panel they see. In between sips of Klingon raktajino, they attempt to get the Crew to open up. At first, this is idle small talk about where the Crewman grew up, or their Starfleet service record. If the Crew unguardedly begins to talk, they ask more questions about things which are less and less their business. (Mullio Smug gets good pay from the Romulans for any intelligence he can deliver about Starfleet—even petty tidbits like what its Crewmembers' hobbies are. Smug is not going to let any chance to make extra credits slip by, has also ordered his crew to find out as much as possible.)

The Crew should notice how nosy the Orions are becoming. They should persist in asking a lot of questions until the Crew tries to get rid of them. As soon as all members of the Crew begin to act less warmly toward the Orions, the Narrator should move along to the next event.

As soon as the repair crew on the *Kamerain* achieves the necessary test results to stop the radiation leak, the Orions can return to their ship. The Crew should all heave a sigh of relief when they do.

A Night of Revelry

Not much happens after the Orions get settled in their quarters. The Crew goes about their business, either repairing the *Kamerain*'s systems or performing their duties on the starship. Once off duty, however, they learn what the Orions have been up to. As they walk to their quarters, the galley or a holodeck for some downtime, Crewmembers notice a number of their shipmates making their way in the same direction. Everyone seems excited, and a few seem to be walking as fast as they can while retaining some composure. A Crewmember might hear an excited exchange between crewmen like "Oh, I can't wait to see," or "this is almost as good as shore leave." Of course, they never say what they're excited about.

The Narrator should choose a suitable location to set this encounter, such as a galley, observation lounge or large gathering place (like 10-Forward on the *U.S.S. Enterprise*). Everyone heads towards this location.

When the PC's enter the room, they come upon a festive scene. Bright smiles, a twinkle in their eyes, the entertainers work the crowd. Four Orions, surrounded by small clusters of crewmen, perform in various ways. One strums his 12-stringed Orion balalaika, singing ribald tunes. Another performs slight-of-hand magic tricks to the crowd's delight. The third apparently tells stories, performing all the roles in his tale. The fourth opens his coat to reveal a dozen pockets, seemingly crammed with the trinkets of a hundred worlds, and begins an elaborate pitch.

The starship's crew seems alternatingly rapt and delighted. Betazoids using receptive empathy or telepathy can sense the crew's enjoyment; sensing the Orion entertainers, telepathic characters detect no malice, only the enjoyment of performing. It may unnerve

some of the Crew how quickly the Orions ingratiate themselves with the crew.

LCARS 2.7

A few minutes after the Orions begin, Mullio Smug enters the room, to check up on his people. He approaches the Crew, and comments on how good his people are at their jobs. Should anyone ask him how a freighter crew manages to be skilled entertainers, Smug simply replies that a merchant often sells better to a relaxed crowd; what's more, long space travels on a freighter can be tedious, indeed.

He works hard to overcome any negative atmosphere which may have arisen because he is an Orion. If questioned about his relationship to the Orion Syndicate, he simply denies it; he is a tiny little nobody compared to the real Orion Syndicate people and gives them a wide berth. Smug leads the conversation into a few amusing anecdotes about the life of a merchant. Eventually he starts asking questions. He asks many questions about the captain himself, about his past, about the Federation, about the Crew's recent mission. He is impressively nosy.

Give 'em an Inch...

Captain Mullio Smug introduces another member of his crew, his second-in-command Harba Kutch. She is an incredibly striking women. Her gaze is electrifying and her poise is extremely self-confident. Her simple black suit, like Smug's, is well-tailored and expensive.

Harba Kutch sets herself to be agreeable to the bridge Crew, asking for a tour of their ship. She is extremely hard to turn down. If the captain can't be her tour guide, she focuses on anyone who seems naive or impressionable and asks for their services instead. She expresses interest in every part of the ship from stem to stern. "Look at these replicators! How do they work? Fascinating!" "Are all these systems tied into the same power conduits? Isn't that, well, a little bit vulnerable to sabotage?" She repeatedly asks questions about things which seem open to sabotage or destructive tinkering.

If possible, Harba Kutch tries to be alone in a Crewmember's quarters to dig around for whatever she can find. Narrators can play up the romance angle for all its worth. Although the tradition of the Orion animal woman went out of fashion long ago, Kutch vamps, Orion women still learn the more pleasureable arts. If she can't nose around a Crewmember's cabin, she contents herself with asking all sorts of personal questions. She often begins conversation on an innocent topic, only to lead it back to dangerous territory, hoping to provoke an indiscretion.

If caught doing this, she claims that she was overcome with curiosity about the functioning of Starfleet terminals, or some such thing. She acts both apologetic and innocent, and she shamelessly goes right on asking questions about the computer (or whatever it is) until the Crewmember drags her away.

An Indiscretion

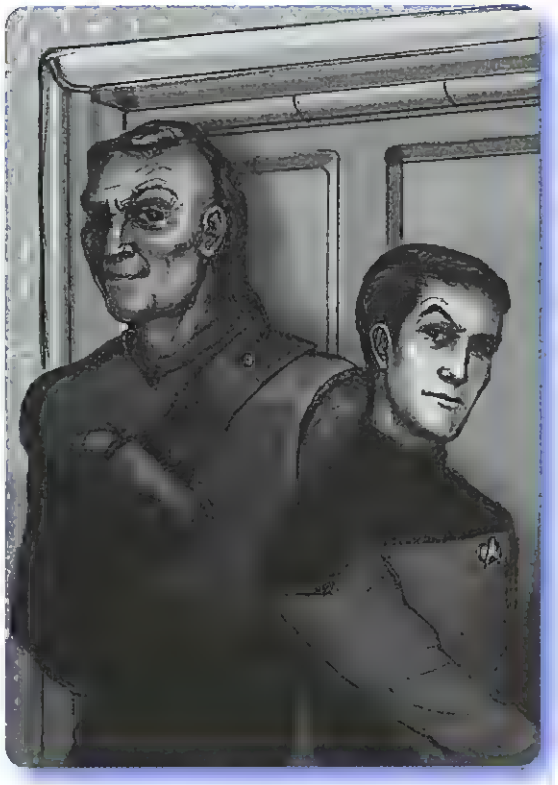
As soon as they are alone, one of the Orions attempts to hack into the starship's computer system, to obtain sensitive information. To get past the security lock-outs, she must hack into the computer system, requiring a Difficult Computer (Hacking) Skill Test. Opening the ODN access panel to the computer terminal, she removes several of the isolinear chips and inserts a special chip that provides her access to the ship's higher command functions. In this way, she can get past most of the security codes. She keeps reading and digging further into classified material until the computer itself stops her from entering secured files. She could learn quite a bit, according to the Narrator's wishes.

This might attract the attention of one of the Crew. The security officer on duty at the Tactical station on the bridge might notice the computer usage with a Moderate Security (Security Systems) Skill Test. Or a Crewmember visiting the Orion's room might notice how furtive she acts over the intrusion. Finally, the Orion might keep digging until she stumbles upon information intended only for the captain and first officer—like com-

The Codecracker Chip

Developed by the Ferengi, this isolinear chip aids in hacking into computer systems. It runs billions of code combinations, allowing the user to rapidly crack any security access codes. Installing one requires a Difficult Systems Engineering (Computer) Skill Test, to determine exactly where to insert the chip. Failure indicates that the hacker pulled out a chip vital to the terminal's operation. Fortunately, Starfleet protects all higher function command codes to protect against such intrusion. Codecracker chips are highly illegal in the Federation.

2.8



mand codes or the ship's deflector shield frequency—at which point the computer alerts security.

When somebody finally stops her progress, she explains that she was only trying to amuse herself and read interesting information about Starfleet. She just kept accessing files, and the computer kept showing her things. She didn't mean any harm, and didn't know the information was classified. Perhaps the computer malfunctioned, she muses. The Orion hopes no one opens the ODN panel to find the highly illegal isolinear chip.

LCARS 2.8

Elbow Room

While most of the Orion crew remains on the starship, four—including Jorrka Pell—remain on the *Kamerain* to assist the Crew with repairs. After all, they muse, if the Crew can endanger themselves by remaining behind, so can they. Besides, the Crew needs someone to help them find everything.

The Orions proceed to make pests of themselves. They come by so frequently that it begins to get a little irritating and may be necessary to ask them to ease up a bit. The Orions walk around craning their necks inquisitively, trying to see what is being done. The sensation of being "checked up on" begins to grow on the Starfleet Crew. As if that weren't annoying enough, Crewmembers have an escort wherever they go. If any Crewmember leaves Engineering, she encounters some burly Orion in a dark, baggy jumpsuit. He casually escorts the player character to her destination and back again. Even if she explains that she already knows the way, he just smiles and says that it's his pleasure to escort a visitor around and that he'd never violate Orion codes of hospitality by leaving her to her own devices. This is a true interpretation of the Orion guest-host ethic (confirmed with a Moderate Culture (Orion) Skill Test), wherein a guest occupies a position perilously close to a hostage; no Orion would ever leave a guest unwatched in his home.

No Crewmember succeeds in getting away from her escort without resorting either to guile or force. As long as they are accompanied, the Crew may go wherever they wish. This alone should make them quite suspicious.

To the rear of the ship, just off the main engineering room, the *Kamerain* has four large cargo bays. There always seems to be at least one Orion hanging around the area, busying himself with menial tasks such as checking the ODN system, adjusting the flow regulators or taking inventory. An Intellect Test against a Moderate difficulty reveals this for what it is—busywork. The man actually guards the cargo area from inquisitive Starfleet officers. Should any of them get close to cargo bay three, the Orion creates some kind of diversion—engaging the Crewman in polite conversation, feigning an injury or asking the Crewman not to go into that particular bay. If queried, this Orion acts politely eager to answer questions.

The Orion on duty happily responds to questions about the cargo bay by explaining that it contains delicate cargo which shouldn't be disturbed: flower bulbs of the night-blooming Brekka lily, whose luminously glowing petals may be seen up to half a kilometer away when atmospheric conditions permit. The bulbs are destined for the Bajoran Botanical Garden, he claims. He asks if the PC ever visited Brekka, if she's seen the botanical gardens, what her favorite flower might be... It's impossible to get any useful information out of the guard, although he possesses a bottomless well of small talk, graciously delivered with a dollop of falsehood on top.

The guards on the cargo bays rotate. If a Crewmember should return and question another guard about the containers, she hears a different story. This time, the bay contains live Orion wing-slugs in sealed, climate-controlled environments. Of course, the containers may not be opened. No matter how many times the Crew tries this, the guard on duty does not tell them anything useful, or, for that matter, anything true.

The guard also acts unabashed if confronted by the multiple falsehoods. His eyes twinkle merrily as he compares the conflicting stories and scratches his head, acting like a grinning dolt. Highly entertained by the Crew's efforts to get at the truth, he plays along with the air of an adult participating in children's games. The longer the Crew bothers him, the more lies he makes up.

Narrator Tip: Don't simply say, "the Orion guard engages you in silly, inconsequential dialogue." Go ahead and see how long you can get

your Crew distracted onto the topic of zoos, or flowers, or food delicacies. Give yourself a chance to roleplay the guard to the fullest. Engage your Crewmember in useless conversation. See if you can succeed in really turning his attention away from the secrets of bay three.

The guard is actually covering-up for contraband they smuggle in the hold, anything from Romulan ale to illegal weapons. If the Crew persists in uncovering the mystery of bay three, they waste their time on a red herring—but one that may throw them off the track completely. If they uncover the shipment of Romulan ale, this is not a terrible crime (though it is a crime). At worst, the captain might throw the entire Orion crew in the brig for smuggling, though it's more likely he confiscates the illegal shipment.

This situation continues until a Crewmember succeeds in ditching her escort. She should not find anything even if she somehow wins the liberty of exploring the Orion freighter freely, because extra Orions near the third cargo bay will herd her ever so gently back into custody. If she manages to get into the cargo area for any amount of time, all she'll see are perfectly normal cargo bays stocked with large crates and pallets of barrels. A console stands to one side of the door. A console stands to one side of the door, with several PADDs stacked on top. The PADDs contain shipping manifests. Two of them are from previous shipments. Detailed analysis of the PADDs would be possible if the Crewmember steals them, and this would uncover the true nature of the cargo: Romulan ale bound for various non-Federation worlds. Starfleet has no jurisdiction to stop them, however. One pickup on Romulus is listed as well.

If no Crewmember succeeds in escaping the Orion escort, simply keep the episode moving along; this section is not crucial to plot development.

LCARS 2.9

Back in Sickbay

Meanwhile back in Sickbay, Mooj Taha does not regain consciousness during treatment, but eventually he passes into a more natural sleep. The Orion doctor Zinn Ijiko declines any offers of a cabin, a trip to the galley or a spare cabin to rest in. She would much rather remain with her patient.

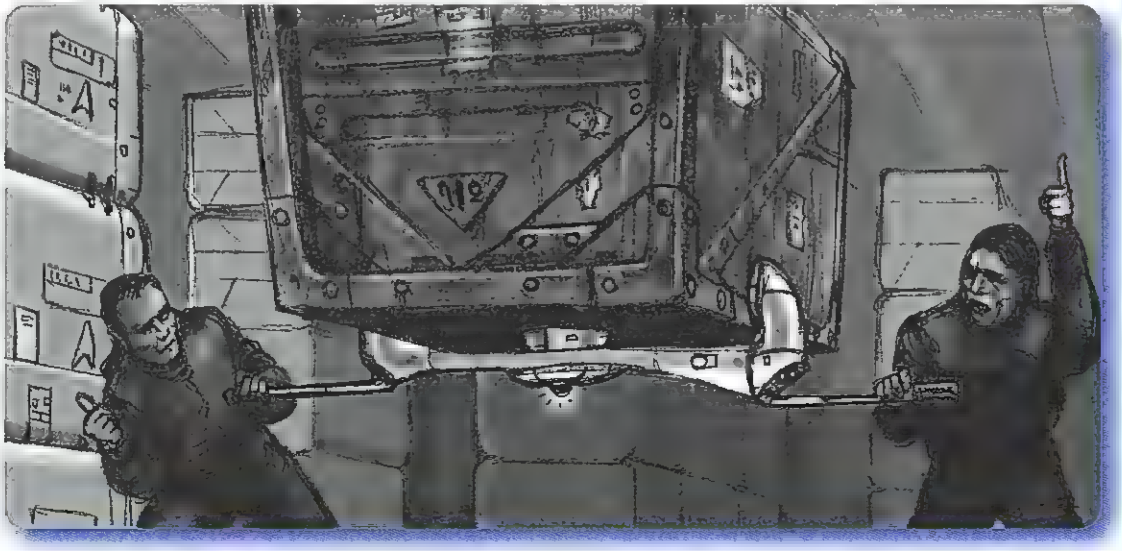
Zinn Ijiko busily monitors Mooj Taha via the console near his bed, getting up from her seat frequently to check his vital signs on various monitors. To entertain herself, she explores Starfleet medical files and literature on the computer. Slowly, when no one appears to be watching, she attempts to palm some hyronalin. Mullio Smug fears Rokan suffers from radiation sickness, and instructed Ijiko to obtain some medicine for her treatment.

The hyronalin is stored on a little cart near Mooj Taha's bed, left over from the mass innoculations given to the Orions. It should be an easy thing for her to swipe a vial when no one is looking. (Make a routine Slight-of-Hand test; if she fails, she somehow draws attention to herself and botches the theft.) Once she obtains the hyronalin, she makes some excuse about being tired and leaves to find Smug.

One of the medical staff might notice the missing hyronalin. Have a PC medical officer make an Intellect Attribute Test, using any Perception edge the character might possess, against a Moderate difficulty. If successful, the character notices the missing vial. An NPC might think nothing of it, or might report it to the Chief Medical Officer. What the Crew does with this information is up to them.

Curioser and Curioser

As soon as the Crew repairs the *Kamerain*'s bridge, they can activate the systems. Running power to the new consoles, the bridge lights up and various devices ping and beep. Next, they should check all the systems to make sure they operate properly. A curious Crewmember might check the ship's logs to see where it's been. This is a Routine Computer (Research) Skill Test. The *Kamerain*'s computer shows a list of all the stops the ship has made—Cardassia Prime, Aldea, Arteline IV. Checking the cargo



Troubleshooting:

What if, trying to freely explore the *Kamerain*, a Crewmember stuns or injures an Orion escort? Captain Mullio Smug is naturally furious. He agitates for the Crewmember in question to be punished as he deserves. Injuring someone while rendering them aid is surely a breach of good manners at the very least. Smug is satisfied if the Crewmember receives some sort of punishment and also apologizes to the injured party. After this highly embarrassing incident, the Narrator should move the episode forward to "Curioser and Curioser."

Alternately, if the Narrator wishes to make everything difficult for her Crew, Mullio Smug can throw the offending Federation Crewmember in his brig. He shows every sign of angling for a serious interplanetary blowup complete with rattling sabers. At this point, Admiral Proudfoot should get laryngitis or in some way become incapacitated, forcing the diplomatic maneuvering onto the Captain and her second-in-command.

2.9

manifest shows the wares they've picked up, and where they've sold them. It all seems fairly routine.

A cursory check with a Moderate Computer (Research) Skill Test reveals tampering with the logs. Although the logs say the *Kamerain* visited Cardassia Prime, the time codes suggest a much shorter trip. As an analogy, this would be like flying from New York to Los Angeles in the time it would take to fly from New York to Boston. The *Kamerain* would have to at least double its speed for such a feat, a speed the ship's warp drive is incapable of. A successful Routine Shipboard Systems (Flight Control) or Space Sciences (Astrogation) Skill Test reveals the discrepancy. Making another Routine Skill Test, a Crewmember can estimate the nearest planet within the stated travel time—Romulus.

If confronted with this record, Captain Mullio Smug becomes indignant. He leaps up and storms around the room. The violence of his response outweighs the nature of the Crew's questions; after all, it isn't a crime for Orions, a non-aligned people, to visit Romulus. He is outraged by the sly, sneaking inquiries and continual implications that he might be doing something wrong. When will he be able to take his valuable medical supplies to Psellus III? What's going on? He gets increasingly incensed and after a tremendous tirade, ends by inviting the Federation officers to search every nook and cranny of his ship to their hearts' content. He invites the Crew multiple times, loudly and righteously. He considers himself the injured party.

If the Crew should go so far as to search Mullio Smug's ship, they really will find next to nothing. The entire ship is squeaky clean (unless the Crew has yet to find the contraband in the hold). The contents of the cargo containers exactly matches the manifest lists. During the search, every Orion is extremely cooperative, almost eager. Even if the Crew searches the individual living quarters, nothing turns up. Any search causes Smug to go to the captain and beg her to get the medical supplies underway rather than waste time with petty suspicions. Additionally, Admiral Proudfoot may request the same, as it gets closer to his appointment.

Getting Warmer

The Romulan agent hides inside the second of the two large medical containers brought aboard by the Orion merchants. Equipped with electronic devices designed to mask any casual scan from a tricorder by creating interference, it appears as a refrigeration unit with a bad regulator; no danger to the contents, but simply "noisy" on tricorder scans. This container has been equipped with a miniaturized life support system (disguised as the refrigeration unit), but Rokan only has enough air for three days (the length of time for the journey from Romulus to Psellus).

The inside of the container is fitted with all the amenities to enable a fairly lengthy stay, including food and a thin mattress. It also contains a female Romulan, dressed in the same dark jumpsuit as the Orions. Her hair has begun to grow shaggy, but still shows the distinctive geometric blunt cut of her home planet, revealing both her pointed ears and her Romulan origins. Her forceful manner and harsh speech are distinctively Romulan, not to mention her rather arrogant self-confidence.

The only way to find Rokan is to open up the container, force her to betray herself somehow, or compel the Orion crewmen to betray her presence somehow.

Captain Smug may do just that with his next action. Recall that Rokan did not receive a hyronalin treatment for radiation exposure. Without a way to communicate with the spy hidden in the container, he has no way of knowing if she suffers from radiation poisoning. Earlier, he had Zinn Ijiko steal a dose of hyronalin from the starship's sickbay. Now, he's going to open the cargo container and take care of his precious cargo.

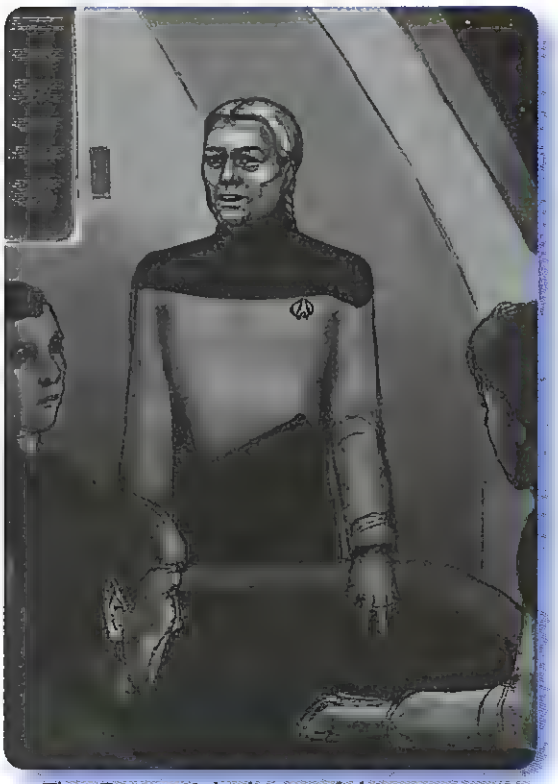
Waiting until the evening shift, when most of the Starfleet crew is asleep, Smug makes his way to the cargo bay. Should anyone stop Smug to ask him what he's doing at this hour of the night, Smug claims he couldn't sleep, and wanted to check on the medical supplies. Smug stealthily slips into the cargo bay. The two Orions posted to watch over the containers wait outside, in the corridor. The bay is empty of starship personnel. He inputs the security code to open the container on a small PADD mounted on the outside, and the door swings open. Rokan sits inside.

Whether or not Rokan requires an injection of hyronalin is up to the individual Narrator.

Failsafe

Just because none of the Crew are present to witness Smug's visit to Rokan does not mean the adventure is over. First, given the falsified records on the *Kamerain* and the Orion's peculiar behavior, one of the Crew might want to visually inspect the medical supplies. At first, the Orions claim that this seal must not be broken, lest the experimental vaccine become spoiled. The second container actually holds the vaccine meant to aid Romulan agents on Psellus, who are more susceptible to the disease than Selliads. (See *Armistice* for more information on the disease.)

Lastly, you can simply have her oxygen begin to run out. She opens her container from the inside (this will not trigger the containment alarm), and emerges, gasping for breath. Of course, she exits when the bay is full of personnel tending to their duties. As soon as she steps out of hiding, one of the junior officers alerts the bridge to her presence.



The Crew might learn of this occurrence from one of the security guards posted to shadow Smug. When the Crew approaches the cargo bay, the two Orions outside attempt to stall them for as long as they can. If push comes to shove, however, they stand aside and allow the Crew inside. The Orions aren't about to start a fight on board a Federation ship; they know they can't win. On the other hand, as soon as the Crew enters the cargo area, they both make their way quickly to the nearest transporter to beam back to the *Kamerain* (unless the Crew brings a security detail with them).

Alternately, a suspicious Crewmember might secretly hide in the cargo bay, waiting to see what happens. They witness Captain Smug sneaking in and opening Rokan's container. At this point, the Crew can jump out and surprise him. He attempts to make some lame excuse, about wanting to check on the vaccine, but Rokan has other ideas.

LCARS 2.10

If anyone is present when Smug opens Rokan's container, or anyone beside Smug opens the container, Rokan leaps out and attempts to stun them with her disruptor.

She flees the cargo bay, heading for the shuttlecraft bay. Quick thinking Crew members might alert the bridge and security, though if not, another member of the crew does; the red alert sounds and security guards run up and down the decks looking for her. Rokan is roughly familiar with the layout of most Starfleet ship classes, but not the details; after a few wrong turns, she eventually finds her way. Rokan engages everyone she sees in combat. She aims directly at the head or upper torso, but only on low stun. Killing dozens of Starfleet staff is appealing, but not part of her mission at this time.

With any luck, a Crewmember should shoot her down. If no one out-shoots her, she reaches the bay. She attempts to manually open the bay doors, power up the shuttle and exit the ship. These maneuvers should all be noticeable to the bridge, although overriding her actions might not be possible, at the Narrator's discretion.

Stopping her escape should be no problem if the Crew communicates properly with the bridge. However, Rokan has a good chance of escaping the ship if the Crew let communications break down in the heat of the chase. Unless a quick-thinking member of the bridge Crew activates a tractor beam or overrides the shuttle's controls, she escapes. Alternately, the ship can attempt to disable the shuttle using its weapons, hoping not to destroy it. The Narrator's decisions determine the future course of action if no Crewmembers are on the bridge during this period.

LCARS 2.11

Escape and Chase

How the adventure concludes is entirely up to the Narrator, dictated by the actions of the Crew.

If Rokan escapes: The likelihood of this occurring should be low. Several decks and dozens of security guards stand in her way. However, in the event that she manages to flee the starship in a stolen shuttlecraft, the Crew has to stop it. Admiral Proudfoot enters the bridge during pursuit and explains that she must be taken alive. A dead Romulan this far outside the Neutral Zone would only be an excuse for trouble. A live Romulan, on the other hand, might come in handy.

If the *Kamerain* is fully repaired: The Orions return to their ship as soon as possible and the Starfleet crew should return to their starship. When the shooting starts, Kutch decides to abandon her captain to the Federation and attempts to escape. By now the tractor beam should be off, and the *Kamerain* operating under its own power. If not, the Orions target the ship's tractor beam emitter with a phaser blast, then goes to maximum warp.

The Crew can either chase after them or simply let them go. Once the Crew catches up to them, the Orions try to fight their way clear. However, the freighter is a typical merchant vessel: fat, slow, not heavily armed but heavily shielded.

If no one discovers Rokan's presence: As soon as the *Kamerain*'s warp drive is functional, the Orions beam the cargo container back to their ship. They then lay in a course for Psellus III. If all goes by Smug's plan, the Starfleet Crew will be on its way to Starbase 39, and Rokan is safely in the *Kamerain*'s hold.

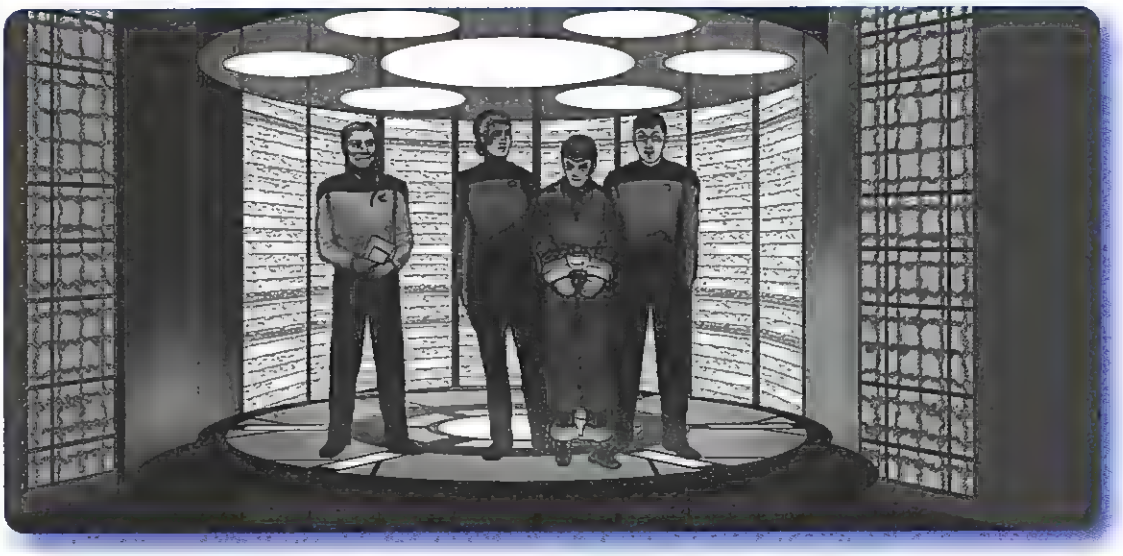
Troubleshooting:

What if Rokan successfully escapes? Don't worry; this doesn't have to be the end of the episode. Squeeze information about her out of Captain Mullio Smug for Admiral Proudfoot to use at the negotiating table against the Romulans. Harba Kutch is also a gold mine of information. Don't forget the two engineers, Mooj Taha and Jorrka Pel; either one might be favorably disposed towards the Starfleet Crew by now.

A Crew that favors brutal tactics might simply impound the Orions' ship (if it hasn't already departed by now), throw the lot of them in the brig, and use the whole parcel as a negotiating tool. Admiral Proudfoot grins at the thought of having that much leverage. This bonanza of hostages could make up for the loss of Rokan.

However, while this kind of blunt-instrument approach has powerful short-term results, make sure that the long-term problems emerge as well: The Orion government issues protests, Starfleet issues reprimands and may initiate an investigation by Commander Doleo.

What if Rokan is never discovered, and is delivered along with the medical shipments to Psellus III? In this case, the shipment is received by its Pselliad buyers. They are legitimate medical technicians supposedly seeking a cure for the Ssilepsi Fever (a cure for the Romulans, actually), under the patronage of a wealthy businesswoman, Ruissi Bwevoss. In no case do they allow the containers to be opened in Starfleet's presence. Rokan slips away, aided by the pro-Romulan Legion organization. However, news of her arrival quickly spreads to Cal West, the Starfleet diplomat on that planet, who in turn informs Commander Doleo. This prompts Doleo to investigate immediately. Lacking subtlety, word of his investigations stains Admiral Proudfoot's negotiations, embarrassing the Federation before the Romulans, who are insulted at all this talk of spies. In addition, Doleo traces the spy's entry onto the world through the shipments, prompting an investigation of the Crew and their recent activities—a fate most people would definitely not wish for.



Troubleshooting:

What if the Crew doesn't chase after the Orions when they flee? No big deal. As long as they apprehend Rokan they are in good shape. The ship's logs recorded plenty of material about the *Kamerain*. Plus, Mooj Taha may still be aboard. So don't sweat it if the Crew refuses to rise to this bait.

2.12

If the *Kamerain* remains damaged: Alternately, the Narrator may prefer that repairs to the warp engines remain incomplete. Now the Orions are trapped on the scene of a caper gone horribly wrong. The Crew can place the lot of them under arrest. Of course, they all deny knowledge of their Romulan cargo. This may or not be true, depending on how the Narrator wants to play it. (Betazoid or Vulcan characters can determine the veracity of the Orion's protests).

Either way, during the confusion with the Romulan agent, Captain Mullio Smug sees which way the wind blows and beams back to his own ship, along with Harba Kutch and the two Orion crewmen who have been guarding the hidden Romulan. They might knock out the transporter technician manning his station, or the transporter room could be unoccupied at the time. As soon as the transporter sequence begins, its use registers at the Tactical station. Stopping the transport in time is a Difficult Shipboard Systems (Tactical) Skill Test.

Successful, Smug, Kutch *et. al.* abandon the wounded engineer and any of their remaining crew to the Federation's mercies. If the *Kamerain* remains damaged, Smug takes any Starfleet personnel on board hostage. If the Narrator likes a hostage scenario and no Crew members are on the Orion ship, then Mullio Smug can grab up some member of the transporter staff, or anyone he encounters, before beaming back.

In this case, Smug tries to make a deal, trying to get the Crew to unconditionally release the Romulan agent to his custody and return the *Kamerain* to its mission to Psellus III, and in return will drop the hostage on a neutral world unhurt and notify Starfleet of his location. He warns that impeding his progress might cause an interstellar incident with the government of Orion and possibly even cause an incident with the Romulan government. He insists hysterically that the Romulan agent be returned to his custody. He alternates between hurling threats and pleading nauseatingly.

Actually, Captain Smug fears the Romulans more than anything else. He had a deal with them, he's completely bungled it, and the Romulans are not known for their tolerance in such cases. Threatening to report the incident to the Romulans and blame the whole incident on his crude mismanagement, Smug falls completely apart with fear. Depending on how fearful you play him, he simply surrenders, deciding that the Federation is a safer jail than anything on Romulus.

ICARS 2.12

Tiger By The Tail

At this point, the captain faces a two-fold dilemma. What should be done with the Romulan agent? And what should be done with the Orions? Admiral Proudfoot seeks out the captain and Crew wherever it would be appropriate—the bridge, a conference room, the galley. He silently examines the Romulan prisoner, then grunts that he'd expected to find Romulans around here. He isn't surprised. He asks the captain and bridge crew to meet him in the conference room.

There he asks what the captain intends to do with the prisoner. He explains that he does not want to reveal Rokan's existence to anyone until he's had the time to sound out the Romulan delegation.

On the one hand, the evidence of treaty violation and espionage is a potent weapon for him and for Starfleet. On the other hand, coming down too heavily at this point would certainly jeopardize Emerson Ames's chances at freedom. What's more, if the Romulans get spooked too fast, Admiral Proudfoot might not be able to find out what it is that's got them acting so cooperatively. They certainly have something up their sleeves—it might have been Rokan herself, since they are unaware of her capture; then again, it might be something entirely different. He wants to hold Rokan in abeyance as the counter-tactic to that attack, whatever it may turn out to be.

Admiral Proudfoot is mostly concerned with maintaining his autonomy as a negotiator. He wants maximum flexibility for the upcoming talks. But he appreciates the captain's position, and volunteers to help him write up his report. If the captain does not object, Proudfoot prefers that Starfleet itself not be notified of the events of this episode until after the Admiral beams down to Psellus III with Rokan in tow. He says his mentor, Admiral Lois McMaster, taught him never to report back until he'd done what he needed to do, since interim reports have a way of eliciting orders, and then he'd have to follow them, which always messes up his plans. He grins, suddenly looking 40 years younger.

Endgame

The Crew arrives at Starbase 39 with a faint sense of relief. The Crew joins Admiral Proudfoot in the transporter room for a formal send–off. Full formal dress lends the Admiral extra dignity, but he winks disarmingly as he thanks the Crew for a remarkably exciting trip. Rokan accompanies him under restraint and guard. She glares coldly around her as the security escort keeps their eagle eyes on her movements. Her face shows only arrogant pride, but she does not look forward to confronting her superiors on Romulus with the tale of her failure. Proudfoot looks forward to an invigorating wrestling match when his Romulan counterpart arrives, and he feels immensely pleased to have an ace up his sleeve.

Sequels

If the Crew captures Rokan, then Commander Doleo finally has the *Tal Shiar* agent he has always sought—evidence of his paranoid beliefs. This event gives him more credibility but also causes him to go to even more extreme methods—including investigating the Crew that apprehended the Romulan. Meanwhile, Rokan makes an excellent bargaining chip for Admiral Proudfoot's negotiations with the Romulans for Ames' release.

The Romulans actually developed an experimental vaccine for the Ssilepsi Fever. It works on Romulans (and Vulcans) only, not Pselliads or humans. However, since it is one of the swamp fevers endemic to the planet, it is somewhat related to Vidorian Fever. Studying it may well give the Crew's medical officer a head start in devising a vaccine for the engineered Vidorian Fever encountered in *Marie Celestial.*

Do Proudfoot's negotiations go well? If not, then Starfleet may need to send some covert agents across the Neutral Zone to get Ames out. Regardless, the meeting gave the Romulans a chance to observe operations at Starbase 39, and glean information vital to Senator Kassus' plans.

Admiral Edward Proudfoot Sr.

Roleplaying: Your name describes you well. You're a descendant of the once-mighty Sioux people. Your pride comes not from arrogance, but rather from a bone-deep knowledge of who you are and what you are capable of. However, you didn't get to be an Admiral just by playing your cards close to your chest. Your ability to get inside your adversaries' heads and understand their thoughts and needs is legendary. (You say that any successful hunter should learn to think a deer's thoughts.)

You're not secretive; it's just that you're not a big talker, and you won't talk just to be polite. When Crewmembers address you, just look at them silently unless the question absolutely demands an answer, and then confine it to 10 words or less if you can.

Attributes
Fitness 2
  Vitality +1
Coordination 2
Intellect 4
  Logic +1
Presence 5
  Empathy +1
Psi 0
Skills
Administration (Starship Administration) 2 (3)
Artistic Expression (Dance) 1 (3)
Athletics (Raquetball) 1 (3)
Command (Starship Command) 4 (5)
Computer (Research) 2 (4)
Culture (Lakota Sioux) 3 (4)
Diplomacy (Intergalactic Affairs) 4 (5)
Dodge 3
Energy Weapon (Phaser) 2 (3)
Intimidation 3
History (Earth) 3 (4)
  (Federation) (4)
Languages
  Federation Standard 4
  Romulan 2
  Klingon 2
  Vulcan 2
Law (Federation Law) 3 (4)
  (Starfleet Regulations) 4 (5)
Life Sciences (Biology) 2 (3)
Material Engineering (Structural) 2 (3)
Personal Equipment (Tricorder) 2 (3)
Persuasion (Oratory) 4 (5)
Planetside Survival (Forest) 1 (2)

Shipboard Systems (Operations Management) 2 (3)
Space Sciences (Astrogation) 1 (2)
Starship Tactics (Starfleet Tactics) 2 (4)
(Planetary Support Tactics) (3)
Systems Engineering (Computer Systems) 3 (4)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)
Advantages/Disadvantages
Code of Honor (Starfleet Code) -4
Shrewd +1
Synergy +3
Courage: 5
***Renown*: 90**
Aggression: -10 Discipline: +30
Initiative: +20 Openness: +30 Skill +30
***Wound Levels*:** 3/3/3/3/3/3/0

Mullio Smug, Orion Merchant Captain

Roleplaying: You claim to be just a simple merchant, but in fact you're well-connected in the Orion Syndicate. You're extremely devious and quite intelligent. No trick is too low for you, but you'd never take the hard path if you could create an easy situation. You unfailingly present a soft, mild demeanor. You're effusively friendly (in an intimidating sort of way) to all you encounter, and the more influential the person you meet, the more quickly you convince them to become your bosom buddy. Be sure to compliment people on how nice they look and laugh too heartily at their jokes.

On occasion, your slimy personality shows through, since no amount of charming patter can disguise the fact that you've got absolutely no morals whatsoever. You'd sell your own daughter into slavery, if you had one. Your greatest weakness is a fatal tendency to underestimate the opposite sex; you tend to forget that females can add two and two just as fast as males.

Attributes
Fitness 3
Coordination 3
Dexterity +1
Intellect 4
Perception +1
Presence 2
Psi 0

Skills
Bargain (Bribery) 3 (4)
Charm (Influence) 2 (4)
Command (Orion Merchant Vessel) 4 (5)
Computer (Research) 2 (3)
Culture (Orion) 2 (3)
Dodge 2
Energy Weapon (Phaser) 2 (3)
Espionage (Forgery) 2 (3)
Fast Talk 5
Gaming (Tongo) 2 (3)
Language
Orion 2
Merchant (Smuggling) 4 (5)
Persuasion (Storytelling) 2 (3)
Primitive Weaponry (Knife) 2 (4)
Shipboard Systems (Communications) 1 (2)
Sleight of Hand (Conceal Items) 3 (4)
Space Science (Astrophysics) 1 (2)
Stealth (Hide) 3 (4)
Streetwise (Locate Contraband) 3 (4)
(Orion Syndicate) (4)
World Knowledge (Rigel VII) 2 (3)
Advantages/Disadvantages
Greedy -1
Impulsive -1
Obligation (Orion Syndicate) -1
Shrewd +1
Strong Will +2
***Courage*: 4**
***Renown*: 11**
Aggression 2 Discipline 2 Initiative 4
Openness 3 Skill 0
***Wound Levels*:** 3/3/3/3/3/3/0

Orion Template

Attributes
Fitness 2 [6]
Strength +1
Coordination 2 [5]
Intellect 2 [5]
Perception +1
Presence 2 [5]
Psi 0 [6]
Skills
Bargain (choose specialty) 1 (2)
Culture (Orion) 2 (3)
History (Orion) 1 (2)
Language
Orion 2
Merchant (choose a specific product or market) 2 (3)
Streetwise (Orion Syndicate) 2 (3)
World Knowledge (Rigel System) 1 (2)
Advantages/Disadvantages
Greedy -1

Kamerain Crewman

The Orions serving aboard the *Kamerain* are largely similar in skills and experience. Use the Orion template for any situation involving Orion traits, but add the skills, advantages and disadvantages listed below. Certain characters, such as Harba Kutch or Mooj Taha, have additional traits; these are given below, along with roleplaying hints for those characters.

Skills
Artistic Expression (choose a specialty) 1 (2)
Charm (Seduction) 2
Dodge 2
Gaming (For money) 2 (3)
Shipboard Systems (choose a post) 1 (2)
***Courage*: 3**
***Wound Levels*:** 2/2/2/2/2/2/0

Harba Kutch, Orion Second-In-Command

Roleplaying: Behind your imposing poise and animal-like glares, you're actually a pretty nice person, but you're also a typically devious Orion. You use your imposing charm to get what you want, and you're body language is most persuasive. You have a nasty sense of humor which sometimes surfaces.

In truth, you don't much like your captain. If you thought you could get away with it, you'd kill him right now and take command of the freighter.

Attributes
Fitness 2
  Vitality +2
Coordination 2
  Dexterity +1
Intellect 2
Presence 2
Psi 0
Skills (In addition to those listed under Orion Template and Kamerain Crewman)
Acrobatics 2
Artistic Expression (Dance) 3 (4)
Charm (Influence) 3 (4)
  (Seduction) (5)
Command (Orion Merchant Vessel) 2 (3
Energy Weapon (Disruptor) 2 (3)
Fast Talk 4
Search 4
Shipboard Systems (Tactical) 3 (4)
Unarmed Combat (Orion animal-form fighting) 2 (3)
Advantages/Disadvantages
Bold +1
Sexy +2
Argumentative -1
***Courage*: 4**
***Renown*: 8**
Aggression 3 Discipline 2 Initiative 1
Openness 0 Skill 2
***Wound Levels*:** 4/4/4/4/4/4/0

Jorrka Pell, Orion Apprentice Engineer

Roleplaying: You are enthusiastic and eager to learn, and you have the makings of a competent engineer. Too bad Mooj Taha's poor judgment cut off the pipeline of knowledge before you even had half a chance. You hardly know a thing about warp engines. Mooj had introduced you to engineering nice and slow, not rushing you or assigning you tasks you couldn't handle. But now you need help badly, and you know it.

You've always been sad that Orion isn't part of the Federation, since that denies you the chance to attend Starfleet Academy. This unexpected opportunity to meet real, live Starfleet engineers is almost more thrill than you can take.

Attributes
Fitness 2
  Strength +1
Coordination 2
Intellect 2
  Logic +1
Presence 2
  Empathy +1
Psi 0
Skills (In addition to those listed under Orion Template and Kamerain Crewman)
Propulsion Engineering (Warp Drive) 1 (1)

Zinn Ijiko, Orion Medical Technician

Roleplaying: Be friendly but briskly businesslike. You're a no-nonsense medtech who isn't there to socialize. You're highly susceptible to flattery, however, since on the *Kamerain* your skills are under-appreciated.

Skills
Computer (Hacking) 3 (4)
First Aid 3
Medical Science (General Medicine) 2 (3)

Orion Guard

Roleplaying: You never lose your cool. You never, ever threaten in any way. You're happy to show any visitor around the cargo bays, even bay three. You do not let anyone open any of the cargo containers, or even scan them. "A thousand apologies, but this is against regulations." Any attempts to violate these parameters causes you to call your section manager on the com.

Attributes
Fitness 3
  Strength +1
Coordination 3
  Reaction +1
Intellect 2
  Perception +1
Presence 2
Psi 0
Skills (In addition to skills listed under Orion Template and Kamerain Crewman)
Athletics (Choose specialization) 2
Energy Weapons (Disruptor) 1 (3)
Unarmed Combat (Orion Martial Arts) 1 (2)

Rokan, Tal Shiar Agent

Roleplaying: You are not intimidated by any person, any situation or any weapon. After all, you're *Tal Shiar*. Your mission is to join the Romulan spy outpost on Psellus III, where you were to be delivered along with the medical supplies. Don't respond to any questions except those pertaining to basic physical needs, such as "Are you hungry?" Don't waste your energy on anger or nasty behavior. You're just marking time until you can get back to work. You're a merciless killer and a skilled torturer, as well as an experienced spy.

Attributes
Fitness 2
  Vitality +1
Coordination 3
  Dexterity +1
Intellect 3
Presence 3
  Willpower +1
Psi 0
Skills
Behavior Modification (Brain Washing) 1 (2)
Computer (Data Alteration) 3 (4)
Culture (Romulan) 2 (3)
Dodge 3
Energy Weapons (Disruptor) 1 (3)
Espionage (Covert Communications) 3 (4)
  (Intelligence Techniques) (4)
History (Romulan) 1 (2)
Intimidation (Torture) 1 (2)
Language
  Romulan 3
Planetary Tactics (Guerilla Warfare) 3 (4)
Security (Security Systems) 2 (3)
Stealth (Hide) 2 (3)
Systems Engineering (Weapons Systems) 2 (3)
Unarmed Combat (Romulan Martial Arts) 2 (3)
World Knowledge (Romulus) 2 (3)
Advantages/Disadvantages
Alertness +2
Arrogant -1
Multitasking +2
***Courage*: 3**
***Renown*: 5**
Aggression 3 Discipline 2 Initiative 0
Openness 0 Skill 0
***Wound Levels*:** 3/3/3/3/3/3/0

Chapter Three

Marie Celestial

3

"Captain, I'm detecting something unusual within the Neutral Zone."

"What is it, conn?"

"It's... a Romulan warbird."

"A warbird?"

"Yes, sir. Romulan warbird, D'deridex class."

"An uncloaked warbird?"

"Yes, sir."

"What's it doing?"

"Nothing, sir. It's just sitting there."

Background

As detailed elsewhere in this book, the Romulan Neutral Zone serves not only as a demilitarized "buffer zone" between the Romulan Star Empire and the Federation, but as a testing ground in which the Romulans try out new military technology, probe Federation defenses, and scheme to weaken or destroy the Federation. The *Tal Shiar*, the Romulan Star Empire's ruthless espionage service, is particularly active in the Neutral Zone. It has been infiltrating the Zone for years, using its intelligence networks, covert listening posts and pet smugglers to spy on the Federation. The Federation knows that the *Tal Shiar* is active in the Neutral Zone but is not aware of the extent of its operations.

The commander of *Tal Shiar* operations in the Neutral Zone is Tovik (described in more detail in Chapter One). Tovik is allied with Senator Kassus in a plot to retake Psellus III, which was once a Romulan world but now lies beyond Neutral Zone. Unfortunately for the two conspirators, most of the inhabitants of Psellus III are in favor of joining the Federation, not the Empire. Therefore Tovik and Kassus intend to provoke an incident which will allow Kassus to send a fleet of warbirds to Psellus III to "liberate" it. Tovik and Kassus's allies include rebel elements on Psellus III who would prefer to become part of the Romulan Empire instead.

As part of their plot, Tovik and Kassus need to find out just how willing the Federation is to intervene in Neutral Zone affairs—in short, they must test the Federation's resolve. If the Federation proves swift to respond to any crises and unwilling to yield any ground gained, their plan must be altered to take that into account. But if, as they expect, the Federation vacillates and opts for diplomacy and negotiation over confrontation, they can proceed as planned.

Tovik has devised an elaborate, and cruel, scheme to test the Federation. Romulan warships occasionally make covert stops at Psellus III to bring weapons and other supplies to the pro-Romulan rebels. During the most recent stop, by the *D'deridex*-class warbird *Sha'arik*,

Narrator's tip:

For clarity and ease, this adventure assumes the captain is a supporting cast member. If one of your players portrays the captain, allow her to decide the fate of her ship and crew. Use the text as written as a guide for what a starship captain would do in these circumstances.

3.1

Tovik had one of his operatives plant a biological warfare agent in the ship's life support systems. The bioweapon is a modified form of a Psellan disease, Vidorian Fever, which even in its normal form is quite lethal (the Crew may have studied a vaccine for a related disease, Ssilepsi Fever, in the *Aiding and Abetting* episode). The typical symptoms of Vidorian Fever resemble those of more common fevers and flus—for the first few hours or so. After that, the infected person rapidly becomes very sick and within the next 24 hours "crashes out"—collapses and dies due to massive internal organ failure.

Tovik has altered the virus for two reasons. The first is to make it transmittable by air. This ensures that the disease will burn through the *Sha'arik's* crew, quickly infecting and killing all of them so that their ship is stranded on the Federation side of the Neutral Zone. The second is to prevent standard remedies from killing the virus. Unfortunately, one unintended additional effect is that humans can now be infected by it—and Federation sensors and biofilters cannot detect the altered (and thus unknown) virus.

Once the virus does its work, the ship should be stranded in Federation space, where a Federation ship will find it. However, a Romulan ship, in response to the derelict ship's distress signal, shows up shortly thereafter, leading to a confrontation that will show Tovik the Federation's mettle.

LCARS 3.1

Synopsis

During a routine patrol of the Federation's side of the Romulan Neutral Zone by the Crew's ship, the ship's sensors detect a Romulan warbird—uncloaked—on the Federation side of the Neutral Zone. This is a clear violation of the Treaty of Algeron, something the Federation cannot overlook. However, in this case the warbird just sits there, drifting in space. Long-range scans indicate no life signs aboard, but the ship seems to be functioning perfectly.

A mystery such as this, plus the chance to get a look at Romulan military technology up close, is sure to tempt any red-blooded Starfleet officer to investigate. Once the Crew's ship gets close enough to the warbird—the *Sha'arik*—to beam over, the Crew can confirm there are no life signs, but all of the warbird's systems continue to operate. What happened to the *Sha'arik*?

Multiple Away Teams, including the Crew, beam over to the ship to find out. They find the entire ship's crew—2000 Romulans—dead. Some appear to have died in their sleep, some in mid-meal; some simply collapsed in the corridors of the ship.

Away Team members begin investigating the situation and beaming back and forth to their ship to get additional equipment and to report on developments. Bodies are taken back to the Crew's ship for more thorough examinations and autopsies as the Crew and other away teams continue investigating the ship. Ship's logs show that the *Sha'arik*'s last stop was a clandestine rendezvous with the pro-Romulan rebels on Psellus III. This provides a clue that a disease, possibly Psellan in origin, is what killed the Romulans. Other clues, including the canister that was used to plant the biowarfare agent, may also be uncovered.

Suddenly, another warbird—the *D'vairin*—decloaks next to the *Sha'arik*. Members of the *D'vairin*'s crew beam over to the *Sha'arik*, insisting that they be allowed to take possession of their Empire's property. At the same time the *D'vairin*'s captain, Modex, transmits a similar message to the Crew's ship. While the Crew's captain negotiates an arrangement with Modex, the Crew itself has to come to terms with the heavily-armed and hostile Romulans who beam aboard the *Sha'arik*—preferably without any shooting.

Barring disaster, the Crew and the other Federation Away Teams return to their own ship to regroup. At this point the ship's medical staff informs them that the Romulans on the *Sha'arik* were killed by a modified form of Vidorian Fever, a viral disease from Psellus III. The virus has been modified to be transmittable by air. Even worse, the modifications make the disease, ordinarily catchable only by Romulans and Vulcans, catchable by humans and Klingons—and the standard cures for Vidorian Fever do not work on the modified virus! Members of the Federation crew, particularly those who were on Away Teams, will have

already begun to develop the first flu-like symptoms.

As the medical staff begins analyzing the clues the Crew found to figure out a way to cure the disease (which by now has probably infected most of their ship, and the Romulans, too), the captain and Crew have to inform the Romulans about what they have discovered. The Romulan captain is suspicious until his own medical crew confirms the situation. Then he angrily accuses the Federation of orchestrating the whole incident. Again, the Crew and their commanders will have to push their diplomatic skills to the utmost to keep the incident from escalating. Their evidence of the use of a biological warfare agent—planted by Romulans—will help ease his suspicions. If all goes well, that, coupled with Modex's offer to work together to solve their mutual problem, should ease tensions and lead to the discovery of a cure. Modex's ship removes the *Sha'arik* and the Crew's ship retreats to its own side of the Neutral Zone with some valuable intelligence about Romulan ships—and perhaps some suspicions about *Tal Shiar* plans.

Main Characters

Commander Modex

Described in Chapter One, Modex is the captain of the Romulan warbird *D'vairin*. He and his ship, responding to the weak distress signal the *Sha'arik* sent out before becoming derelict, arrive while the Crew is in the middle of investigating the situation.

Ensign Mala Corwin

A Starfleet medical staff officer assigned as a member of one of the Away Teams that explore the *Sha'arik*, she is one of the first Starfleet crewmembers to come down with the modified Vidorian Fever and spends part of this scenario close to death from the disease.

Under ordinary circumstances, Ensign Corwin is pretty, vivacious and skilled at her medical duties. She may catch the eye of one of the Crew members during this scenario, if she hasn't already.

Sub-commander Galtus

Galtus is the leader of the Romulan "Away Teams" sent to the *Sha'arik* after the *D'vairin* arrives on the scene. Galtus is a tall, strong,

skilled soldier who takes pride in representing the Romulan Star Empire as part of its military. He dislikes humans and regards the Federation as hampering the Star Empire's ability to expand and become more powerful. He reacts poorly to the human presence aboard the *Sha'arik*, and defusing his temper will be one of the chief obstacles for the Crew to overcome. However, he is an honorable Romulan with little liking for the machinations of the *Tal Shiar*, and if he feels somehow manipulated by the *Tal Shiar*, he becomes much more inclined to listen to Federation officers.

The Sha'arik

The Crew's ship has been performing routine patrols of the Federation side of the Romulan Neutral Zone recently. This duty, typically characterized by long periods of tense, yet unrewarding, inactivity, occasionally punctuated by episodes of extreme danger, is not one which most Federation crews look forward to, and the Crew may be no exception (though they might be looking forward to the "downtime").

The relative quiet of the patrol is shattered when the ship's sensors detect a Romulan *D'deridex*-class (or Type-B) warbird in Federation space. (If possible, have the flight controller or science officer locate the ship. Choose a Crew member, since that will be more dramatic for the players.) For the Romulans to have a ship on the wrong side of the Neutral Zone is a blatant violation of the Treaty of Algeron. The captain orders a yellow alert and might contact Starfleet Command (or Admiral Keil at Starbase 39) for orders. The Federation has long suspected that the Romulans violate the Neutral Zone almost routinely, using their cloaking technology to avoid detection as they probe the Federation's defenses and gather intelligence. This may be the Federation's chance to obtain proof of Romulan treaty violations.

One of the Crew, or an NPC, might comment on the fact that they were able to detect the warbird at all, since Romulan ships are almost always cloaked. And this ship is not only uncloaked, it's unmoving—it's simply floating in space. With a successful Shipboard Systems (Sensor) Skill Test against a Routine difficulty, the long-range scanners are unable to detect any life forms. This explains why the ship is adrift, but the scanners also report all of the ship's systems are operational.

This situation offers two things that should prove very enticing to the Crew and their cap-

Troubleshooting:

Paranoid players may suggest beaming over to the Romulan ship in full biocontainment suits. Although this would throw a monkey wrench into the plot, preventing the crew from contracting the disease, the Crew must still deal with the threat of Commander Modex.

- If the nature of your Crew is such that it would not beam over as part of an Away Team, then you will have to come up with other ways to get its members involved in the scenario. One way is to have the Away Teams report in frequently with information, giving the Crew a chance to apply its collective intellect to some of the mysteries. Another is for one or more Away Teams to request the Crew's presence specifically so the Crew can get a first-hand look at important clues (such as the biowarfare canister). Or, the captain might send an expert in a particular field—the Flight Control Officer, the Chief Engineer or transporter operator—to gather data on a particular system (*e.g.*, the Flight Control station, the transporters).
- The Crew may decide that it would be a good idea to use tractor beams to tow the Romulan ship to a nearby starbase, or even try to pilot it themselves. However, the captain should not agree with this plan because the tractor beams require too much energy consumption, potentially leaving the ship weakened in a Romulan attack. In any event, even if he consents to the plan eventually, going will be slow, either because of the size of the *D'deridex*-class makes towing difficult, or unfamiliarity with Romulan ship systems. By the time they execute such a plan, the other Romulan ship should arrive to stop them.

tain. The first is the chance to gather intelligence about the *D'deridex*-class ship (and maybe even recover the ship itself). The Federation knows relatively little about Romulan warbirds, and the opportunity to observe one first-hand is extremely valuable. The second thing is a mystery to be solved—why is the ship in Federation space, decloaked, derelict?

The captain orders the ship to pull alongside the warbird, a Routine Shipboard Systems (Flight Control) Skill Test. Scanning at close range confirms the long-range scans. The ship is fully operational, but there seems to be no one aboard—at least, no one living. The captain decides to risk exploring the ship.

Due to the size of the ship—a *D'deridex*-class warbird is twice the size of a Federation *Galaxy*-class cruiser—multiple Away Teams are necessary to explore the vessel. One of them consists of, or includes, the Crew. The captain instructs the Away Teams to survey the entire ship, find out what happened to its crew, collect evidence regarding recent events and the ship's presence in Federation space, and gather as much military intelligence as possible (computer files, samples of weapons and other equipment, information on the ship's potential weaknesses, and so forth).

LCARS 3.2

Various teams should beam over to critical areas of the ship, like the bridge, main engineering and sickbay. Since most Starfleet officers are unfamiliar with the layout of a Romulan ship, they might be better off beaming into the warbird's transporter room; this is a standard courtesy when boarding another ship. On the other hand, certain aspects of the ship's layout can be gleaned with sensor scans. For example, locking onto the the warbird's quantum singularity drive, an Away Team would be reasonably assured they beam over to the ship's engine room. Likewise, the bridge should be a location reasonably known to the Crew.

Beaming over to the Romulan ship, two things immediately strike the Away Teams. The first is the strangeness of the ship. From the greenish tint of the bulkheads to the angular nature of the ship's interior, everything about it is alien to them (unless they have previous experience of Romulans and the insides of their ships). The ship's architecture, systems, and layout are all different, not just in the way they are organized but in terms of fundamental aesthetics. Though these things are not necessarily displeasing to the Crew, they are a definite indication that they are dealing with an alien civilization. As Narrator, you can emphasize this strangeness as a way of heightening the tension in the situation. If you want to relieve the tension with a moment of lightheartedness, have some of the Crew find a few bottles of the highly desired, but also highly illegal, Romulan ale.

The second, and more immediate, concern is the large number of dead bodies. Everywhere the Away Teams go, bodies lie where they fell. Most have no marks on them, though a few are mildly bruised or cut (injuries acquired when an extremely sick person passed out and fell down), and a number of them might be oddly flushed (it's hard to say what normal skin tone is for a Romulan). Some of the bodies are found dead at their stations, or sitting at a table in the middle of a meal, as if they were suddenly struck down by some irresistible force. Others simply litter the corridors or died in their beds. The entire crew of 2,000 Romulans has died.

LCARS 3.3

Medical scans of the bodies (a Routine Medical Sciences Skill Test) do not indicate any trauma damage, or the presence of any known bacteria or virii, but do seem to show that the deceased all suffered some sort of extensive damage to their internal organs. On the other hand, Federation medical files on Romulans are almost nonexistent, so the scans provide little useful information. Although Romulans share the same genetic background as Vulcans, it is unknown just what differences, if any, exist

TROUBLESHOOTING:

Clever players may immediately leap to the conclusion that a disease is at work here and try to quarantine the Romulan ship. Although this derails much of the rest of the plot, you have several options. First, a medical Away Team member may have already returned to the Crew's ship to obtain further supplies or medical equipment (perhaps in the hope of helping any survivors). Second, Crew members may not be in command of all (or any) of the Away Teams, and may not be able to convince whoever is in charge of the danger of returning to the ship. Third, as a last resort, when the Romulans arrive, their presence forces the Federation Away Teams to return to their own ship, where contamination of their fellow crew members will result unless the strictest possible precautions are taken (giving them their own dedicated life support system and using force fields to seal them off from the ship's general air supply, at the very least). Finally, although the starship itself might not become infected by the disease which ravaged the Sha'arik, the Devarin still poses a problem for the Crew to solve. In any event, all the Away Team members—several dozen Federation personnel—become infected.

3.3

between the two species. Medical tricorders and even the advanced equipment of a starship have trouble determining exactly what happened. Further data needs to be collected by thoroughly investigating and autopsying the bodies back in the starship's sickbay. Accordingly, the medical Away Team, or the PC in charge of this team, might decide to transport bodies back to the Crew's ship.

During the initial explorations of the ship, one or more Crew members should have a chance to meet and work with Ensign Mala Corwin, a doctor sent over as part of one of the medical Away Teams (or possibly assigned to the Crew's team if no player character is medically trained). Ensign Corwin opines that there appears to have been a disease at work, if the Crew does not reach this conclusion on its own.

LCARS 3.4

The Investigation

While the medical staff on board the Crew's starship conducts its investigation, the Crew can conduct one of its own on the Romulan warbird. This will not be as easy as it sounds, however—all the records and control surfaces use Romulan. Tricorders can help by translating Romulan controls to Federation standards, in effect allowing the Crew to access Romulan ship functions through their tricorders. This requires a successful Difficult (12) Personal Equipment (Tricorder) Skill Test, to effectively link the Tricorder to Romulan computers; this will not, however, allow Starfleet officers to access higher level command functions, like the self destruct sequence or classified information. Note, however, while the Crew can control the *Sha'arik*, their Tricorder interfaces are not as effective as using the equipment directly. Increase all difficulties by one level (*e.g.*, a Routine Flight Control test would become Moderate).

LCARS 3.5

The Bridge

Boarding the bridge, the Crew is confronted with a grim sight. A dozen Romulans—all wearing command-grade uniforms and insignia—lie dead at their posts. They appear to have been working at the time they died; most are slumped over consoles or back in chairs, not lying on the floor. The captain is dead in his command chair, with his right hand on the controls for the ship's cloaking device.

Crewmembers who think that they have suddenly gained access to most of the Romulan Star Empire's military secrets are in for a rude awakening. While the *Sha'arik*'s computers do contain a great deal of military information, most of it is not only written in Romulan, it is encoded and scrambled. Attempting to access this kind of information (such as the operational parameters of a Romulan cloaking device or fleet movements), the computer requests a password (known only to the captain) to descramble and decode the information. However, the Crew can copy the files and turn them over to the Federation, which may be able to decode them after months of computer analysis. The ship's logs, accessible from the bridge, provide the first clues. According to the logs, the ship, named the *Sha'arik*, had been conducting a clandestine patrol of the Neutral Zone for the past two days. The purpose of the patrol was to monitor Federation listening outposts on the edge of the Zone. Prior to beginning its patrol, the *Sha'arik* had been ordered to rendezvous with a Psellian freighter to transport a shipment of weapons and supplies to the rebels on Psellus III. After beaming over the supplies, the *Tal Shiar* operatives leading the mission came aboard the *Sha'arik*.

Before the rendezvous, the *Sha'arik* had been on routine patrol in another sector of Romulan space. Its commander, Palar, indicates in his log his surprise at receiving a sudden change of orders to come to the Neutral Zone and begin patrol duties, but, like a good Romulan, he did not question his superiors.

The last entries in Palar's log describe the effects of a sudden outbreak of an unknown fever. However, Commander Palar states that its effects seem mild—he is feeling a touch of the fever himself—and that he expects the ship's medical crew to develop a cure shortly. The very last entry, which breaks off abruptly in mid-sentence, is dated only

Troubleshooting:

The Crew may suggest that the bodies taken back to the ship be completely biocontained with force fields or other technology. This is a good suggestion, and helps slow the spread of the disease on their own ship. However, this leaves the question of the Away Teams themselves. If they don't wear biocontainment suits, they most likely carry the disease. They may believe the transporter biofilters will remove whatever virus is at work, but this is not the case. While the biofilter can be programmed against a wide variety of diseases, it is effective only against known organisms; the genetically altered Vidorian Fever is not one of them. Any Away Team members who beam back to the ship infects the rest of the crew.

- If the Crew suggests conducting investigations in the warbird's sickbay, the Narrator (possibly through Ensign Corwin) should point out that none of the Federation personnel can operate the strange equipment or read Romulan. If in fact someone can, for whatever reason, remind them that the entire sickbay is a "hot zone" which is too contaminated by the virus to use safely. Alternately, the starship can beam over whatever portable medical equipment the Crew needs to conduct its investigation.

Troubleshooting:

Maybe your Crew includes someone who can read Romulan—a half-Romulan character, for example. If so, that provides a personal touch to the investigation, and maybe even speed the process a little bit. However, since it's necessary for the investigation to take a little while (to give the Romulans time to arrive), a character's skill with the Romulan tongue should not decrease the time needed to investigate too much. Using the Romulan ship's own internal sensors to aid the investigation is difficult at best, because of the the odd (to humans) control panels; it will be quicker for the Crew to use their own ship's sensors unless one of them is familiar with both Romulan equipment and the Romulan language.

3.5

Troubleshooting:

If none of the Crewmembers indicates that he is searching the life support systems or access crawlspaces, or the Crew otherwise fails to find the canister, you should have an NPC find it. Alternately, you could provide some reason to investigate the life support systems (for example, maybe the canister causes life support to operate improperly or deficiently in certain areas of the *Sha'arik*, prompting the Crew to find out why). Other than the decloaker, the canister is the only solid evidence that the deaths of the *Sha'arik's* crewmen were caused by other Romulans, not by the Federation itself, and as such it is important for the Crew to find it.

3.6

hours before the Crew's ship found the *Sha'arik*; it reads:

The fever is worse than we thought. The medical staff cannot seem to identify it or come up with a cure; none of the remedies for any of the Psellan fevers have worked. Many of my crewmen have died, and the rest are deathly ill. I feel sicker than I have ever felt in my life. I sent a distress signal several hours ago, but this far into the Zone, with our power reduced by the cloak, I do not think...

For maximum dramatic effect, you should describe the contents of the ship's log from earliest to latest—first a large mass of routine reports not related to the Neutral Zone, then the rendezvous with the rebels, then the patrol, then the sickness. Then switch to another group of Crewmembers who conduct their investigations elsewhere (or interrupt the bridge group with a call from another Away Team that wants to show them what it has found—right away!). Finally, return to the group on the bridge and read the passage above... with the concluding sentence about the distress call coming just as the *Sha'arik*'s sensors, or a call from the Crew's starship, report that another warbird has decloaked. (Then go to the encounter "The *D'vairin* Arrives," below).

Another clue on the bridge, one that's much easier to overlook, is a tiny device that one of Tovik's operatives planted in the *Sha'arik*'s systems. Attached to the underside of the Operations Management station on the bridge, it counts down from a preset time and then automatically deactivates the ship's cloaking device. Tovik had the timer installed as a precaution in case the captain didn't do it himself. If a Crewmember succeeds in a Challenging (10) Search Skill Test, he finds the device—but a thorough investigation in an Engineering facility is needed to determine what it does.

Engineering

Engineering presents a similar picture—dozens of crew members dead, with many who seemingly died in mid-job. Fortunately, the ship's computers appear to have kept all systems running smoothly in the absence of Romulan attention. In particular, the Crew (or other Away Team assigned to investigate Engineering) should be relieved to note the ship's artificial quantum singularity drive continues to function perfectly; there is no danger of a shutdown (which would cause a catastrophe that would destroy both ships instantly).

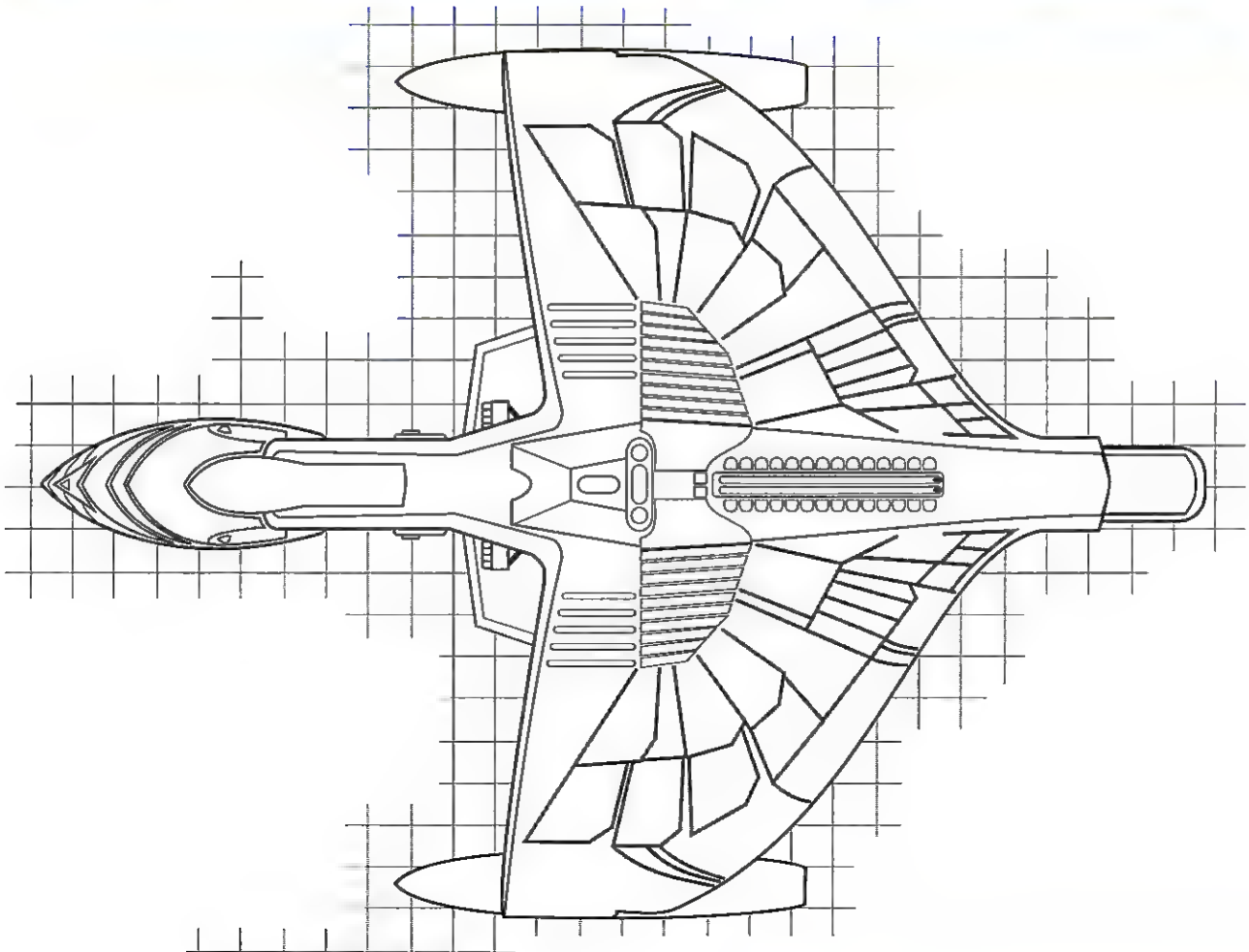
Characters poking around the *Sha'arik*'s Engineering section can also find some clues. If one of the characters investigates the life support systems—not the life support computers, but the inner workings and conduits themselves—there is a chance he will find an important clue. The character should make a Moderate (6) Search Skill Test. If he succeeds, he discovers a tiny canister with a small electronic timer attached to it which was hidden in one of the conduits; the timer was set to open it about 28 hours ago. The canister is slightly smaller than a bottle of Romulan ale, and has been attached to the side of the conduit with some sort of quick-drying spray glue. Four tubes run from the canister to a life support subsystem. According to most tricorder scans, the canister is completely empty. However, a medical tricorder scan detects traces of genetic material consistent with a virus.

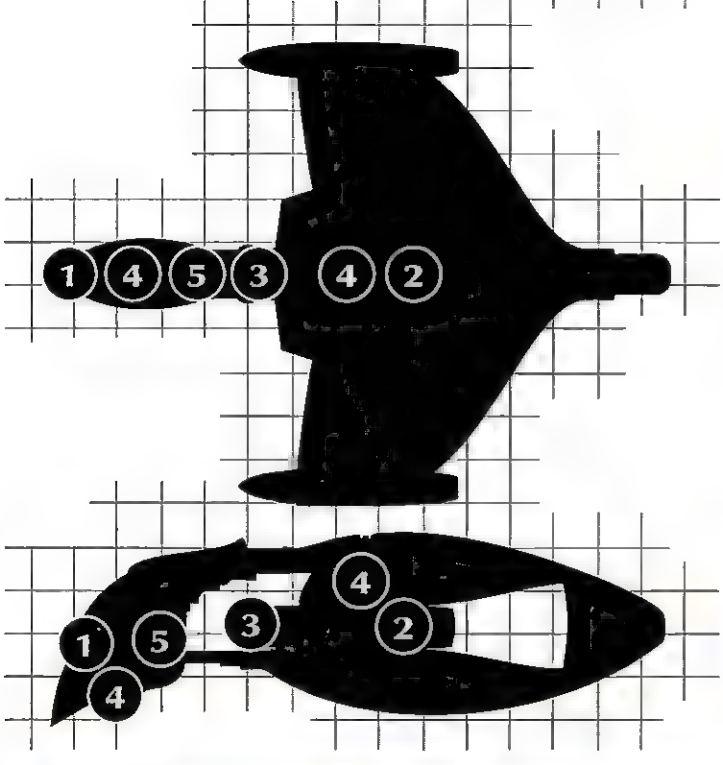
LCARS 3.6

Sickbay

The Away Team sent to the Medical department is greeted with the most horrifying site of all—hundreds of dead Romulans. The corridors around sickbay are choked with them, including patients lying on improvised pallets and others who simply collapsed there. Every bed and square foot of floor space inside the sickbay is occupied by the dead, including the medical staff. Fortunately, the staff seems to have kept good records of what happened.

The medical logs in the sickbay computers also provide interesting information. They describe the medical staff's efforts to figure out the cause of the mysterious malady. According to the logs, the first report of a fever-like illness occurred about 20 hours before the Crew's ship found the *Sha'arik*. What seemed at first to be a few isolated cases of a fever oddly unresponsive to standard remedies quickly turned into a flood that overwhelmed the staff. As most of the doctors and nurses improvised bed space in the corridors and did what they could to comfort the patients, several senior physicians researched the disease and tried to develop a cure. Since the ship most recently





D'deridex–class Warbird

1. Bridge
2. Engineering
3. Main Shuttlebay
4. Transporters
5. Sickbay

had contact with the *Tal Shiar* from Psellus III, they concentrated on Psellan diseases (the radio silence required while cloaked prevented them from calling Psellus for help). As a result of their research, the Romulans established the illness bore a resemblance to Vidorian Fever—a rare, and frequently lethal, viral disease. However, Vidorian Fever is curable, if caught soon enough—but the standard cure had no effect whatsoever on their patients. Another difference is the means of transmission. Normal Vidorian Fever is transmitted by touch, but this strain seems to have sprung up all over the *Sha'arik* simultaneously, indicating an airborne virus. One by one the doctors succumbed to the fever themselves; the last one left alive is found lying on the floor next to his lab table, a broken hypo in his hand. The Crew can easily assemble all of their research and forward it to their own medical staff.

What's Going On

The Crew has stumbled right into the middle of a *Tal Shiar* plot—or, more specifically, a plot of Commander Tovik of the *Tal Shiar* , and his ally, Senator Kassus. Tovik devised a scheme worthy of Machiavelli to test the Federation's willingness to enter the Neutral Zone in response to a crisis. When the *Tal Shiar* agents met with the *Sha'arik*, one of them, an agent of Tovik's, planted a canister in the life support system; another put the decloaking device in the bridge. The canister contained bioengineered Vidorian Fever virii. Tovik had them altered so that they could be transmitted by air (rather than just by touch) and to make the disease incurable. However, as an unintended side effect, his alterations also made the new Vidorian Fever infectious to humans and Klingons and undetectable by Federation sensors and transporter biofilters, which only sense and affect virii whose "profiles" have been programmed into them.

In short, by the time the Crew and their shipmates realize what's going on, they, and potentially everyone on their ship, become infected with the disease. The disease has an incubation period of a few hours, after which the victim begins to feel as though he has a bad flu or fever. Things rapidly go downhill, and over the next three to 20 hours the virus attacks the victim's internal organs and destroys them. Eventually the victim collapses and dies due to systemic failure. Victims look normal on the outside, except possibly for a slight flush to the skin.

The *Sha'arik* isn't quite as abandoned and helpless as it seems. The ship's captain sent out a distress signal when the extent and effect of the disease became apparent, but due to the need to keep the ship cloaked, it was a weak signal that might not reach another Romulan ship in time. Later, deep in the grip of the altered Vidorian Fever, Palar realized that the ship's current course through the Neutral Zone would eventually take it into Federation space. Since his flight controller was dead at his post (and thus unable to change the ship's heading) and he was too near death to get up and change the ship's direction himself, he shut off the cloaking field in the hope that another Romulan ship would respond to the distress signal and rescue them (or at least salvage the ship) before they drifted into Federation space. Unfortunately for the Romulans, a Federation ship found the *Sha'arik* first—but one of the Star Empire's ships isn't far behind.

Feeling Woozy

While on the *Sha'arik*, the Crew might contract the disease that killed the Romulan crew. Have them make Fitness checks, modified by the Vitality edge, once every hour, against a Moderate difficulty. Increase the difficulty by one level once every one or two hours afterward (depending on how quickly you want them to succumb to the effects of Vidorian-B). Once contracted, affected characters suffer a -1 penalty to Skill Tests to simulate the effects of the disease on the body and mind. As the disease progresses, characters become weaker and less able to perform tasks (increase the penalty over time to -2, then -3 and finally -4).

Troubleshooting:

Clever Crewmembers may think to use the *Sha'arik's* scanners (or their own ship's sensor systems) to detect any incoming Romulan ships. As explained above, all Skill Tests should be rolled at at least one difficulty level higher than normal. Romulan control surfaces use a different configuration than that of Starfleet vessels, and are written in Romulan. Unless a character establishes a tricorder uplink, all Skill Tests involving puzzling out Romulan controls should be two difficulty levels higher. Characters who know the Romulan language do not suffer this penalty. Using their tricorders, the Crew can access the *Sha'arik's* systems, but at one difficulty level higher than normal. Even if they can use and understand the Romulan equipment, Romulan sensors require a special code to detect another cloaked ship—a military secret which would take hours to decrypt from the ship's files, even if the *D'vairin's* particular code was in the memory banks.

Of course, it is sometimes possible to rig a Federation ship's sensors to detect the subspace variances caused by cloaking; tachyon detection grids and antiproton beams are two known methods of doing this. If the Crew wants to go to the trouble of setting up sensors such as these, you have two options. The first is to let them do it, provided they make a Difficult (12) Engineering Systems (Sensors) skill test; however, it is a time consuming task, and even if it succeeds, it still requires constant vigilance on the sensors. If all goes well, they senses the approach of the *D'vairin* a few moments before it arrives. The second option is for the Narrator to decide the Romulans have figured out ways to foil these methods to detect their cloaked ships—meaning that the Crew must propose a particularly clever method to detect the cloaked *D'vairin* that way. (This later method is more consistent with the events of *Blinded by Science*.)

Ultimately, once a Crewmember reaches -5, they collapse and die.

Keep in mind that the sooner Crewmembers contract the disease, the sooner they may die. Narrators should time this event to the arrival of Sub-commander Galtus (see below).

The D'vairin Arrives

While the characters investigate and explore the *Sha'arik*, another Romulan *D'deridex*-class warbird, the *D'vairin*, commanded by Modex, approaches the derelict ship. The *D'vairin*, on patrol in a distant reach of the Neutral Zone, received the *Sha'arik*'s weak distress signal a while ago, and headed here as fast as it could.

As described briefly above, the *D'vairin* should arrive while the Crew is in the middle of their investigation—preferably, right when the Crewmembers on the bridge read the log entry about the *Sha'arik*'s distress signal. Suddenly, any Crewmembers back on their own ship's bridge hear the flight controller announce that an unknown source scans both them and the *Sha'arik*. The *D'vairin* suddenly decloaks and fills the bridge's viewscreen. The flight controller (or other appropriate bridge officer) announces that the warbird hails the Crew's ship. Depending upon the Narrator's preference and the actions of the Crew on the bridge of the *Sha'arik*, this information may be relayed to the Crew by their own bridge's personnel, or they may be able to use the *Sha'arik*'s viewscreen and sensors to monitor events themselves.

LCARS 3.7

Answering the hail, Commander Modex's face fills the main viewing screen. He appears calm and slightly arrogant. Betazoid characters who make a successful Receptive Empathy or Telepathy Skill Test can tell that Modex believes himself to be in a superior position. The *D'vairin* could destroy a starship handily. Addressing the captain he says:

This is Commander Modex of the Romulan Star Empire ship D'vairin. *You are in violation of the Treaty of Algeron and in unlawful possession of the property of the Romulan Star Empire. In the name of the Empire, I demand that you vacate the* Sha'arik *AT ONCE and return to me all property and datafiles taken from it.*

Acting on his own, not on instructions from Romulus, Commander Modex believes it is his responsibility to recover the *Sha'arik* and cover up, to the extent possible, the Romulans' violations of the Neutral Zone. Given the enormous tactical advantage that the Federation would gain from possessing an undamaged *D'deridex*-class warbird, he is prepared to start shooting if he sees no other alternative. However, this is definitely a last resort; he would prefer to negotiate a solution to the situation, even if it means conceding something to his enemies (for example, by dropping his demand that all computer records be returned—after all, it would be impossible for him to verify compliance with this request).

The Crew's captain should respond to Modex appropriately. Among other things, he points out the hypocrisy of Modex accusing the Federation of violating the Treaty of Algeron, since he and his crew only responded to what appeared to be a Romulan ship in distress—which was itself violating the treaty by being in the Neutral Zone. Modex asserts that the ship drifted into the Neutral Zone after whatever Federation plot killed its crew. This story is, of course, implausible, particularly given the contents of the *Sha'arik*'s logs, but Modex will stick with it and refuse to admit otherwise. He accuses the Federation of forging records if confronted with evidence from the *Sha'arik*'s logs.

LCARS 3.8

Meanwhile, the Crew aboard the *Sha'arik* has its own hands full. As the *D'vairin* decloaks and its captain begins negotiating with the Federation, several Romulan Away Teams beam onto the derelict ship. They arrive wherever any Crewmembers are located, and in other key ship locations (including the *Sha'arik*'s battle bridge). They materialize with weapons drawn, but they do not immediately shoot. Play up the tense situation. If the Crew insists on a fight, they're finished. A negotiated settlement is best.

The leader of the Romulan boarding parties, Sub-commander Galtus, confronts the PC's. Unless there is a compelling reason for him to go elsewhere, Galtus materializes on the bridge or battle bridge of the *Sha'arik*, with his own squad of Romulan soldiers. If the Crew can be found elsewhere on the ship, Romulan guards eventually locate and detain them until Galtus arrives. Proud and overbearing, with limited tolerance for humans (though he is quite honorable and noble in his own Romulan way), he behaves with open hostility towards the Crew and other Starfleet Away Team members. He will not use force unless directly threatened (under strict orders from Modex). Galtus is horrified and angry over the deaths of the *Sha'arik*'s entire crew, and communicates the scope of the catastrophe to Commander Modex as soon as possible.

Looking around himself, at the dead Romulans lying everywhere, he insists the Crew and other Away Teams immediately cease their activities. They are now prisoners of the Romulan Star Empire, under Code 324 of interstellar law, charged with mass murder. If necessary and possible, his soldiers in the battle bridge lock the Crew out of any ship's systems they have learned how to use.

LCARS 3.9, 3.10

Troubleshooting:

If one of the members of the Crew is actually the ship's captain, of course he should be allowed to negotiate with the Romulans on his own. Otherwise, you will have to play the part of both Captain and Modex, which is not only confusing, but leaves the Crew out of some of the main action in this scene. Assuming that a Crewmember of appropriate rank is present on the starship's bridge when the Romulans arrive and begin issuing demands, the captain may simply allow him to negotiate (while, of course, "observing the enemy"), thus freeing you to play the part of the Romulan commander.

3.8

Troubleshooting:

Crewmembers aboard the *Sha'arik* may think to raise their shields to prevent anyone from transporting over to the ship. Assuming they can overcome the problems with using the Romulan equipment (see above), this traps the Crew aboard the *Sha'arik* and cut them off from anything happening on their own ship. When their captain and Modex reach their agreement, she should order the Crew to drop the *Sha'arik's* shields. At that point the confrontation with Sub-commander Galtus (see above) can be run, with Galtus assuming an even more arrogant stance since he knows the Crew has been ordered off the ship (however, in this event, the Romulan Away Teams will not have their weapons drawn when they transport over).

3.9

Negotiations...

The course of events in *Marie Celestial* is premised on the establishment of some degree of cooperation between the Federation and the Romulans to tackle a "common enemy" that neither of them can take on alone. However, the tension inherent in the situation, particularly the initial confrontation, can easily lead to an outbreak of phaser fire (and possibly another Federation-Romulan War). Many players, and thus their characters, are reluctant (to put it mildly) to back down in the face of an enemy, particularly an enemy with drawn weapons.

If the situation degenerates to the point where one side or the other starts shooting (either with personal weapons aboard the *Sha'arik*, or in ship-to-ship combat), the nature of the rest of the scenario changes. If nothing else, even if the characters survive the fight, without Romulan help they will die of Vidorian-B. They cannot develop a cure on their own; they lack the complete Romulan medical files from the *D'vairin* and the time to do it.

To keep any Crewmembers' itchy trigger fingers in check, remind them, in the voice of the captain, that Starfleet's primary method of conflict resolution is negotiation. The captain, and any similarly minded Crewmembers, should try to find a mutually acceptable resolution to the problem. If that doesn't work, remind them of the odds against them. A Romulan *D'deridex*-class warbird is much larger, and better armed, than a Federation *Galaxy*-class cruiser; in a one-on-one, stand-up fight like the one that would happen here, the Federation ship will lose almost every time. The Crew cannot use the *Sha'arik* against the *D'vairin*, since it's difficult (at best) for them to use the Romulan equipment. The most they can hope for is to deny the use of the *Sha'arik* to the Romulans. (If ship-to-ship fighting breaks out after the Romulans have taken control of the second warbird, the Federation ship's fate is sealed; it cannot resist attacks from two warbirds.) Furthermore, the Federation crew is suffering from Vidorian-B more than the Romulan crew is, so the starship is too undermanned to fight effectively.

Restricting fighting to the away parties on the *Sha'arik* is not a good idea either. Federation and Romulan weapons are lethal, and at least some Crewmembers are likely to die right along with their enemies. Even if the Crew sets its weapons to stun, they have no guarantee that the Romulans will do the same.

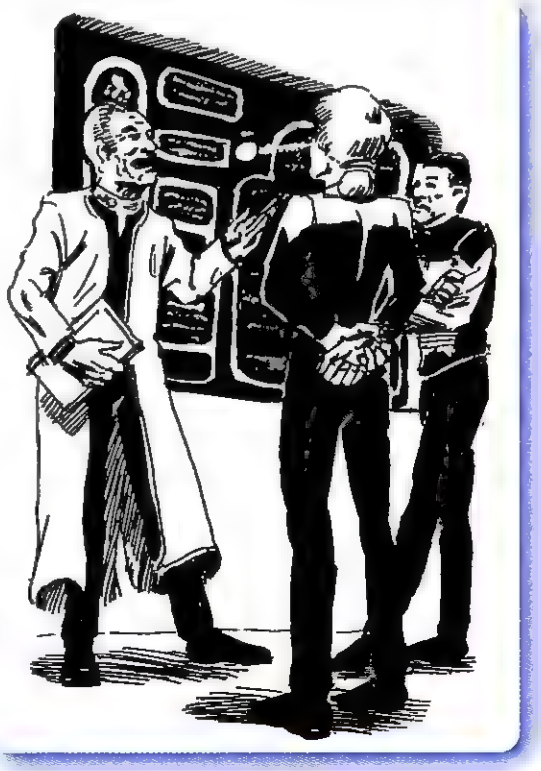
In short, fighting is a losing proposition. If the players don't take any of the above information into account, have their captain or an NPC remind them of it and keep things calm. Crewmembers who push for diplomatic solutions should receive more experience points than those who want to fight in an obvious losing situation.

There is only one drawback to diplomacy in this situation, and the Crew and their shipmates do not know about it: negotiating and talking are seen by Tovik and Senator Kassus as signs of Federation weakness. If the Federation turns to diplomacy, the conspirators will proceed with their takeover of Psellus III as planned. If the Federation fights the *D'vairin* for control of the *Sha'arik*, Tovik and Kassus will have to bolster their forces and planned defenses of Psellus III before continuing with their scheme.

...With Modex

At least some of the Crew should be on their starship when Modex arrests the Away Teams, to keep at least some of them in the action. Bridge personnel make an excellent choice, as they have a reason to be on the bridge for this encounter.

Commander Modex becomes even more hostile and suspicious when he finds out that the entire crew of the *Sha'arik* is dead. He informs the captain that he's arrested the Away Teams for crimes against the Romulan people. At this point, the captain (or vocal Crewmembers) should make an impassioned argument stating their findings to this point: that the *Sha'arik's* crew died from some disease, maybe even a biowarfare agent, and the Federation had nothing to do with the tragedy. In this case, Modex insists the Federation provide proof that it did not kill 2,000 Romulans in cold blood. Until that time, any Away Team members on the *Sha'arik* are his prisoners. He wants facts, rather than speculation, since his own medical personnel cannot find evidence of any known diseases capable of such devas-



Troubleshooting:

This is a tricky situation which you as Narrator will have to handle carefully. Players rarely enjoy being ordered around, particularly by characters they regard as enemies. They are likely to react aggressively towards Sub-commander Galtus and his men, especially when placed under arrest. Their immediate reaction will likely be one of escape. However, if this situation degenerates into a shooting match, an interstellar war may very likely result. You must remind the Crew of the importance and delicacy of the situation—either directly, or by a quick transmission from their captain just as the *D'vairin* arrives.

3.10

If allowed to return to their ship, some characters might decline. Carrying the disease that killed the *Sha'arik's* crew, they do not want to risk infecting the rest of the ship. If they politely turn down Modex's offer on these grounds, then simply let them continue their work on board the Romulan ship.

3.11

tation. Modex is willing to allow the Federation a few minutes (up to an hour) to prepare its evidence, before he either destroys the Crew's starship or returns to Romulan space with his prisoners (he hasn't decided yet).

If the captain or Crew makes the argument that the data collected by the Away Teams is vital to solving the mystery, Modex agrees to allow several prisoners to return to the starship. Of course, these should be player characters. In return, Modex wants the captain to promise not to leave the area. If they attempt escape, Modex warns, he will attack the starship and leave with his prisoners.

LCARS 3.11

...With Galtus

When Galtus arrests the Crew, some of them might try to negotiate their way out of trouble. Presenting the canister, they may inform Galtus of their suspicions of the use of a biowarfare agent. While Galtus certainly does not trust Starfleet, directing his attention to any medical equipment beamed over by the starship helps convince him of their veracity. If Modex does not agree to release the PC's to continue their work on the starship, Galtus agrees (with Modex's permission, of course) to allow the Crew to continue working in the *Sha'arik*'s sickbay. This at least keeps the Crew working on the problem and involved in the adventure

Working on the Problem

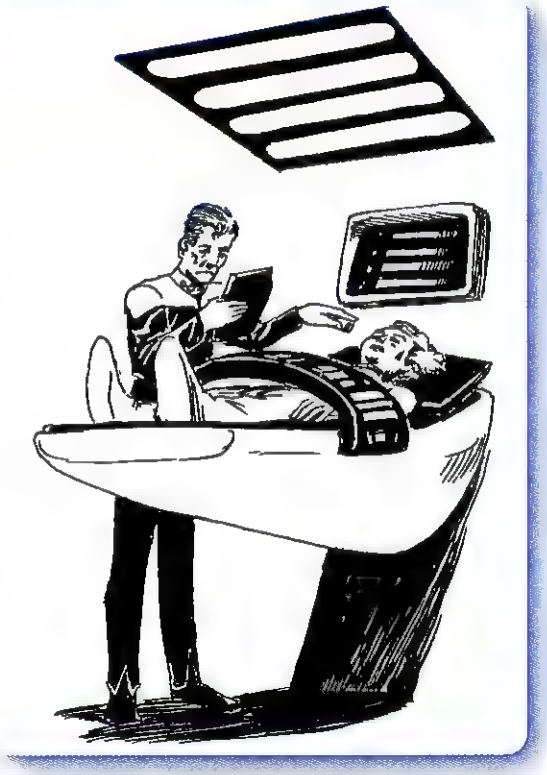
If one of the PC's is the Chief Medical Officer or one of the scientists working on the problem, have them make Skill Tests to research the nature of the disease, either on the starship or the *Sha'arik*. These should be Extended Tests, with a turn length of one hour and a Moderate difficulty. If worse comes to worst, and the PC's fail their Skill Tests, have one of the supporting cast doctors come up with the information; roleplay this scene as the NPC doctor informs the Crew and captain of their findings.

Once they determine what happened on the Romulan ship, either the Crew on the *Sha'arik* or the Crew on the starship should contact the captain. The *Sha'arik*'s medical logs are slightly out of date. However, between them and tests on the bodies, the medical staff determines the culprit is a variant strain of the Vidorian Fever virus (they call it Vidorian-B). Each of the facts listed below comes with a Test Result total. When the Crewmembers making Extended Medical Science Skill Tests achieve the stated Test Result, provide them with the information:

1. Vidorian-B is a form of Vidorian Fever virus which has been deliberately altered to turn it into a biological warfare agent. (20)

2. As a result of this alteration, Vidorian-B is transmitted by air; furthermore, standard cures for Vidorian Fever do not affect it. (26)

3. Also as a result of this alteration, the highly infectious Vidorian-B can infect humans and Klingons (and, of course, Romulans and Vulcans). (36)



In short: all Away Team members have probably been infected with Vidorian-B. Since they have been transporting back and forth between the *Sha'arik* and the Federation ship, substantial numbers of shipboard personnel are probably also infected. Attempting to use the standard vaccine for Vidorian Fever produces no results; it does not work. There is no known cure for Vidorian-B; work to discover one progresses slowly because of a lack of information, but the progress of the disease allows them only about 24 hours, at most, before most of the crew will be dead.

Various solutions to the problem exist. Federation personnel who can be spared from their duties could be quarantined in their quarters immediately, and the life support systems be reconfigured to isolate each crewman's quarters as much as possible. Medical personnel can assist the Engineering staff with preparing a filter for the life support systems that will help keep Vidorian-B from spreading quickly (these filters can't stop the virus entirely, but they can help). As an alternative, affected crewmembers could be placed in stasis to halt the progress of the disease, but this indefinitely removes them from duty and the ship doesn't have enough stasis units for the entire crew. Meanwhile, the medical staff continues working on a cure.

LCARS 3.12

For heightened dramatic effect, a few Away Team members should begin showing signs of infection. Ensign Mala Corwin is an obvious

Troubleshooting:

The Crewmembers may come up with suggestions of their own about how to stop the spread of Vidorian-B aboard their ship. For example, they may suggest the use of force fields and independent life support systems, as a way to isolate many crewmen. If they offer clever ideas such as this one, the medical staff should agree with them, and the captain should take steps to put their plan into effect. The character who comes up with the best solution should be awarded extra experience points.

Some Crewmembers may suggest reprogramming the transporter biofilters to recognize Vidorian-B and remove it from the crew's bodies. This is possible, but poses several problems. First, due to power cycle of the personnel transporters, it would take over 90 minutes to do this to all crewmen. Second, the power requirements for doing this could leave the ship vulnerable to Romulan attack, and taking personnel away from their duty stations to run them through a transporter would have a similar effect. Lastly, this would not remove the virus from the air, so anyone "cleansed" in this manner would become re-infected unless some method is devised to remove the virus from the ship entirely.

3.12

candidate for this. Overcome by fever, she faints in front of one of the Crewmembers and has to be carried to sickbay. Over the next few hours, her condition worsens—obviously she is going to die if a cure is not found, and the rest of the Crew and their shipmates will follow soon thereafter. If Ensign Corwin is not available for some reason, any crewman already known to the Crew will do. And the Crewmembers aren't feeling so well themselves....

To add to the Crew's burden of responsibility, perhaps the captain or some other key crewman comes down with the disease and has to be removed from duty, with the Crewmembers filling in for them. This has the benefit of putting one of the player characters in the position of having to negotiate with the Romulans. Furthermore, because of the quarantine, Crewmembers may have to pull double duty to keep their ship running with a skeleton crew.

Meanwhile, the Romulans investigate the *Sha'arik* and prepare to take it back into Romulan space. Romulan crewmen transport back and forth during the course of these preparations. The result: the *D'vairin*'s crew is just as infected with Vidorian-B as the Federation crew is. However, they don't know it yet, since it takes a few hours before the symptoms start to show.

TROUBLESHOOTING:

If the Crew and/or the Federation Captain does not negotiate for a group to go over to the *D'vairin*, let just one person go (this should be a Crewmember, possibly the one who found the canister or decloaker). Take that character's player aside and roleplay the situation with him where the other players cannot hear. The rest of the Crew will have to wait to find out what happens until their comrade returns. If for some reason the entire Crew refuses to go to the Romulan ship, or cannot go, or suggests that the items be transported over without any personnel, they will have to learn what occurred from the NPC(s) chosen for the assignment (if any).

3.13

Spirit Of Cooperation

When the allotted time to prepare evidence expires, Modex contacts the Crew's ship again (if they have not already contacted him) and ask for proof that the Federation did not kill the *Sha'arik*'s crewmen. When the Federation provides its information regarding Vidorian-B, he forwards it to his medical staff for verification; he does not react to any Federation warnings that his crew is infected until his staff confirms that. An hour or more passes as the starship's medical staff tries to find a cure and the *D'vairin*'s medical staff reviews the data.

Eventually Modex contacts the Federation ship again and acknowledges the truth of their information. However, he believes the Federation orchestrated the whole incident, and angrily insist on proof that the Federation did not use a new bioweapon on the *Sha'arik*'s crew.

The Federation's only tangible evidence of its innocence is (a) the canister found in life support, and (b) the decloaking device. If the canister or decloaker were mentioned in the data the Federation transmitted to the *D'vairin*, Modex inquires about them further. These items of evidence, and hopefully some skilled Federation diplomacy, will begin to calm him down.

Dissatisfied with descriptions of the canister or decloaker, Modex wants to see them himself and have his own science staff inspect them. Accordingly, he demands a single Federation crewman transport over to his ship with the two objects. After some negotiation, he will be willing to let a small group (*i.e.*, the Crew, plus the persons who found the canister and decloaker if they are not Crewmembers) come over. However, he insists that all Federation personnel coming aboard his ship be completely unarmed, and clearly states that they will be met by a group of guards.

TROUBLESHOOTING:

If the Crew has some valid objection to Modex's offer, their captain will authorize them to conduct further negotiations to obtain better terms. Modex will be open to any reasonable offer. He realizes that he and his crew are doomed without the Federation's help, and is not going to stand on pride and let his men die. On the other hand, he will not blithely hand over Romulan secrets or leave himself open to manipulation or defeat at the hands of the Federation; he will sacrifice himself and his crew to deny the Federation any long-term tactical advantage.

3.14

LCARS 3.13

On Board the D'vairin

When the Crew transports over to the *D'vairin*, they will, as promised, be greeted by a Romulan security team. There are at least two guards for every Federation crewman, and all are armed with disruptors. They search the delegation for weapons; if they find any, the Romulans take the offender prisoner and confiscate their communication badges. After the search they escort the Federation personnel to a "war room" where Modex, Galtus and three other Romulan crewmembers wait. It is a barren room featuring a large table, a display screen, and several computer consoles (which the Crew is not allowed to touch).

Modex acts politely but brusquely during the meeting; if challenged or treated in other than a respectful manner, he becomes angry and may order the delegation to leave his ship. He obviously does not trust the Federation, and requires a lot of convincing. He inspects the canister and/or decloaker himself, then hands them over to one of his staff members, who takes them to his ship's medical laboratories. Any mention of the *Tal Shiar* arouses Modex's interest, since he has no love for these "sneaking spies." (If the Crew does not raise the possibility of *Tal Shiar* involvement, one of Modex's own crewmen suggests it to him—but not within the Crew's hearing.) Modex and most of his aides then leave the war room so that they can attend to other duties while the science staff runs its tests. The Crew remains in the conference room, under guard. The Crew can talk among themselves if they wish; otherwise there is little for them to do—except begin to suffer from the effects of Vidorian-B (or feel their symptoms worsen).

During the meeting, or the waiting period which follows it, Commander Modex receives the first reports of Romulan crewmen feeling ill. If the report comes during the meeting, a Romulan enters the room and whispers something in Modex's ear; Crewmembers may make a Moderate (8) Search roll to overhear the conversation.

Eventually, Modex and his aides return to the war room. They inform the Crew that their tests confirm the Federation's claims regarding Vidorian-B. Furthermore, based upon their analysis of the canister and decloaker, they are prepared to believe the Federation's assertions that this is not some underhanded trick designed to weaken, or perhaps even eliminate, the Romulan Star Empire. Commander Modex explains to the Crew that "certain elements of the Romulan espionage community" use canisters such as this one to deliver

chemical or biological weapons in a time-released fashion. He does not use the name *Tal Shiar* unless the Crew mentions it first, and when he first hears it or uses it, his countenance darkens and he may even utter a mild oath. The Crew should have no doubt as to his opinion of the *Tal Shiar*. Modex refuses to return the canister or decloaker, claiming that he must show them to his government. Nor will he entertain any discussion about the motives behind this incident.

Modex recognizes the extreme threat posed to both his crew and the Federation crew by Vidorian-B. If the Crew suggests working together, he agrees to it; otherwise he suggests it himself. Since the starship's medical staff has been working on this problem longer than his people have, they may have made some progress. In exchange for Federation assistance, he offers to release any Starfleet personnel imprisoned on the *Sha'arik* and information from his ship's medical databanks. His ship's medical files are more up-to-date than those from the *Sha'arik*, and include the latest information about Psellian virii. He also agrees to provide limited access to certain Romulan files on biological warfare. Federation personnel must be approved by him before he grants them access to such files, can only review them under guard, and may not copy any information from them. In exchange, he would like similar information from the Federation' biowarfare files, under the same restrictions. (Biological warfare is illegal under a number of interstellar treaties, including the Second Khitomer Accords, but many governments continue to experiment with biological warfare agents, and the existence of bioweapons is something of a "gentlemen's secret" between them. The Federation researches such agents in search of cures, but does not engage in chemical weapons production itself.)

The Crew should see the wisdom of what Modex suggests and accept his offer after consulting with their captain (if they do not like the offer, their captain certainly should). Personnel exchanges should commence as both ships' crews race against time to find a cure for the lethal virus.

LCARS 3.14

The Race for a Cure

If you feel that this "find a cure" part of the scenario does not provide enough drama or challenge for the Crew (after all, it only offers, at most, the chance for medically-inclined characters to make a few Medical Science (Pathology) rolls), there are several ways to spice things up. First, put a human/Romulan touch on the situation. Let the Crew interact with Ensign Corwin or other friends of theirs already very sick with Vidorian-B. If a Crewmember has developed a grudging respect for Sub-commander Galtus or some other Romulan officer, have him witness that noble warrior struck low by the disease. Maybe the Crewmembers themselves begin to feel the effects of the disease (see "Feeling Woozy," above).

LCARS 3.15, 3.16

Conclusion

Once everything calms down and the Federation and Romulan medical staffs are able to work together, they can develop a cure for Vidorian-B. It will take time and effort, and some of the people who first showed signs of the disease may die (depending upon what you feel is most dramatic), but a cure/inoculation will be found and distributed to both ships.

If possible, involve the Crew in the process of discovering the cure. Any of them who have medical or scientific skills (including knowledge of biological warfare) should be drafted to help in the labs. Those without the appropriate skills can help administer the cure once it is developed. Do your best to make the members of the Crew feel like they are part of the solution, not just helpless onlookers.

A cure for Vidorian-B can be found through an Extended Medical Sciences (Pathology) Skill Test against a Difficult (12) difficulty. This requires a Test Result total of 50, and the turn length should be 1 hour. Reduce the difficulty to Challenging if the Romulans provide medical files on Romulan physiology. Further reduce it to Moderate if the

For a real touch of excitement, you could have a mutiny occur on the *D'vairin*. Certain hawkish elements among the ship's crew (including a Romulan officer whom at least one of the Crew's members met when the Romulans boarded the *Sha'arik*) believe that Modex violates Romulan civil and military law by cooperating with the Federation, and that it is better for all of them to die fighting the Federation than to work with it in any way. This officer has recruited enough support to try to take over the ship. A mutiny will provide players who want a battle the chance to participate in one—if they can find some disruptors, or convince Modex to give them some. Once they help put down the mutiny, they will have definitely earned Modex's respect, and possibly a favor to be used later on in the campaign.

3.15

TROUBLESHOOTING:

Your Crew may decide that it would be better for the Federation to work on its own and let the Romulans die (or kill each other off in a mutiny). If this occurs, gently try to bring them around to a more charitable way of thinking (at least in this situation; they can go on hating the Romulans in general if they like). First, they need the Romulan medical and military files and personnel if they are to find a cure in time; working on its own, the Federation medical staff is not likely to be able to come up with a cure in time. Second, allowing thousands of people, even enemies, to die of a terrible disease is not in accord with Federation policies or beliefs. The Federation respects all life, even the lives of its enemies, and as oath-bound representatives of the Federation, the Crew should feel an obligation to help reduce the effects of this crisis not only on their own shipmates, but on the Romulan crew as well. If necessary, remind them of this through the voice of the captain, a member of the medical staff, or a more noble-minded friend who is dying of Vidorian-B.

3.16

Crew has access to records on Romulan biological weapons programs. Once a vaccine is found, the Crew can innoculate their crewmates, and transmit the vaccine's formula to the *D'vairin*.

Once the Crew solves the medical crisis, the Romulans man the *Sha'arik* with a skeleton crew and prepare to depart with both ships. Modex contacts the starship, to begrudgingly thank Starfleet for its help in saving his crew. He was ready to distrust the Federation and reacted in the only way he knew, and is happy to be disproven—in this instance. The Crew should feel free to take on the role of captain and point out to Captain Modex that despite their differences, Romulans and the Federation can work together successfully—a reminder which the chastened Commander Modex can only, in honor, agree with.

Modex transmits a report to Romulus and makes sure that all cloaking devices are recalibrated so that the decloaking device (which the Federation almost certainly studied) will not work on Romulan ships anymore.

Sequels

Some of this scenario's possible implications for future games include:

1. One of the Crewmembers and Ensign Corwin may become romantically involved. Her spirit, intelligence and beauty may impress many Crewmembers, and she is likely to look favorably upon a Crewmember who helps save her from Vidorian-B. Two or more Crewmembers may even develop a friendly rivalry for her affections.

2. If the Crewmembers treated Modex honestly and with respect, he will be inclined to do the same with them in any future encounters. If they helped stave off a mutiny against him, he will feel honor-bound to offer them his help in return, should they need it.

3. Another use of Vidorian-B may occur, tipping the Federation off to Tovik's further machinations. Since (possibly unbeknownst to Tovik) there is now a cure, they may be able to completely derail his plans.

4. Information gained from the *Sha'arik*'s computers may provide the Federation with information about Romulan activities or targets which the Crew may be ordered to investigate.

Romulan Crewmembers

Use this template for any member of the *D'vairin*'s crew. Sub-commander Galtus's traits are given below, and Commander Modex's traits can be found in *The Romulan Neutral Zone.*

Attributes
Fitness 2
  Strength +1
Coordination 2
Intellect 2
Presence 2
Psi 0
Skills
Culture (Romulan) 2 (3)
Energy Weapons (Disruptor) 2 (3)
  (Disruptor Rifle) (3)
History (Romulans) 2 (3)
Language
  Romulan 2
Personal Equipment 2
Shipboard Systems (choose one post) 2 (3)
World Knowledge (Homeworld) 2 (3)
***Courage*: 3**
***Resistance*: 2**
***Wound Levels*:** 2/2/2/2/2/2/0

Lt. Galtus

Attributes
Fitness 3
  Strength +1
Coordination 3
  Reaction +1
Intellect 2
Presence 3
Psi 0
Skills
Administration (Romulan Military)
Command (Combat Leadership) 3 (4)
  (Romulan warbird) (4)
Computer (Research) 2 (3)
Culture (Romulan) 2 (3)
Dodge 3
Energy Weapons (Disruptor) 3 (4)
History (Romulan) 2 (3)
Language
  Romulan 2
Life Sciences (Bioengineering) 2 (3)
Personal Equipment (Tricorder) 2 (3)
Shipboard Systems (Tactical) 3 (4)
Strategic Operations (Neutral Zone Strategies) 2 (4)
Systems Engineering (Tactical) 2 (3)
World Knowledge (Remus) 2 (3)
***Courage*: 5**
***Resistance*: 3**
***Wound Levels*:** 3/3/3/3/3/3/0

Chapter Four

Blinded by Science

Background

"We have received orders to rendezvous with the U.S.S. Bradbury, *en route to Starbase 39-Sierra. We are to transfer over a Federation science team and take them to the edge of the Neutral Zone. It appears we're hunting cloaked warbirds. Our recent encounter with the* Sha'arik *has convinced Starfleet there may be additional Romulan vessels breaching the Neutral Zone. The science team brings with them three different sensor devices Starfleet Command wants tested. One of these sensors will, they confidently expect, be able to detect cloaked Romulan vessels. If it works, the cloaking device will be much less of a tactical advantage for the Romulans than it was in the past, giving the Federation a great advantage in the event of future hostilities."*

For years, since the Romulans ended their self-imposed isolation, the Romulans have engaged Starfleet vessels along the Neutral Zone. Established in 2160, and reiterated with the Treaty of Algeron, the Neutral Zone serves as a buffer between the Romulan Star Empire and the Federation. Despite their vigilance in keeping the Federation on their side of the Neutral Zone, the Romulans themselves have no qualms about violating the zone when it suits their needs. The cloaking device is central to these incursions, and is thus of enormous tactical value. While the Federation has little desire to make their own ships undetectable, and indeed cannot by treaty, it devotes resources to keep up with Romulan advances in cloaking technology.

Starfleet Command has, since the early 2200's, attempted to foil the cloaking device. They sent Captain Kirk and the *U.S.S. Enterprise* into the Neutral Zone to steal a cloaking device. Research into the device gave Federation scientists the information they needed to circumvent a cloaking device. Soon afterwards, the Romulans (and Klingons) improved the technology's performance, rendering the Federation advance useless. This pattern would continue over the years—the Federation would find a way to detect a cloaked ship, the Romulans met each advance with improved cloaking technology.

With the recent experiences of the *U.S.S. Enterprise-D*, Federation scientists have come to believe they can get around cloaking technology. The *Enterprise's* use of a tachyon detection grid to locate Romulan ships during the Klingon civil war, for example, opened the door to potential advances in sensor technology. Three groups presently work on improving Federation sensor systems, each with it's own, competing, school of thought. The Vulcan Science Institute, headed by the Vulcan scientist Aurik, believes the devices use a variation of standard deflector shield technology made much more effective, with which tachyons interfere. A second group, based at Starfleet Command, believes cloaking devices work by bending light and most other spectra around them; tachyon particles are not affected by this. Finally, the Federation Science Council sponsors Dr. Gustav Kragen's theory that the devices cause

matter to become partially deflected, and thus untouchable as well as invisible.

The scientists coming on board the Crew's starship to test their equipment represent all three theories—Sarok of Vulcan, a protégé of the famous Vulcan scientist Aurik; Dr. Kragen and his assistant Gretel; and Lt. Nakamura and her assistant Ensign Juaraz.

The Scientists

The group of scientists Starfleet assigns to the Crew's starship are each eager to test their different theories on cloaking technology in the field. Each believes they have the only true understanding of the cloaking device while the others are, at best, mistaken. The scientists need the Crew's help in setting up and testing the sensors.

It is necessary for this mission that the Crew interact with them all in detail and get to know them quite well.

By the time the scientists beam on board the Crew's starship, after spending weeks trapped together on the *Bradbury*, they are barely on speaking terms.

Sarok did not endear himself when, on the very first day together at Starbase 39, Gretel asked him what he thought of the competing theories of cloaking science. He dismissed Lt. Nakamura's device in logical, honest and rather brutal terms; she and Juaraz have avoided him as much as possible ever since. He finds Dr. Kragen particularly awkward, and Gretel's seemingly well-meaning attempts to get the two men to be friends in the name of science somehow always seem to make things worse. This being his first time off Vulcan, he finds dealing with more emotional species difficult and retreats into himself.

None of his colleagues had the courage to tell Dr. Kragen that his was not to be the only sensor tested before he left. That he would have to compete with other, and in his mind less emminent, scientists he considers an insult. He regards it as simply shocking that the Federation supports conflicting theories. He hints darkly that favoritism within Starfleet won Lt. Nakamura her place on the testing expedition, and that her equipment is nothing but a modification of his own. Unfortunately, he said this in front of Lt. Nakamura, who is distressed by the allegation. Kragen wants as little to do with the other two scientists as possible.

Lieutenant Nakamura, a Starfleet officer working on the problem at Starfleet Command, simply wants to test her equipment. She tried to get close to Dr. Kragen, who insulted her. Then she turned to Sarok, but found it difficult to penetrate his cold, Vulcan exterior. Thus, she kept to herself on Starbase 39, sticking close to her assistant, Ensign Juaraz. She's happy to be back out on a starship, and prefers to interact with the kind of people she's familiar with—Starfleet officers.

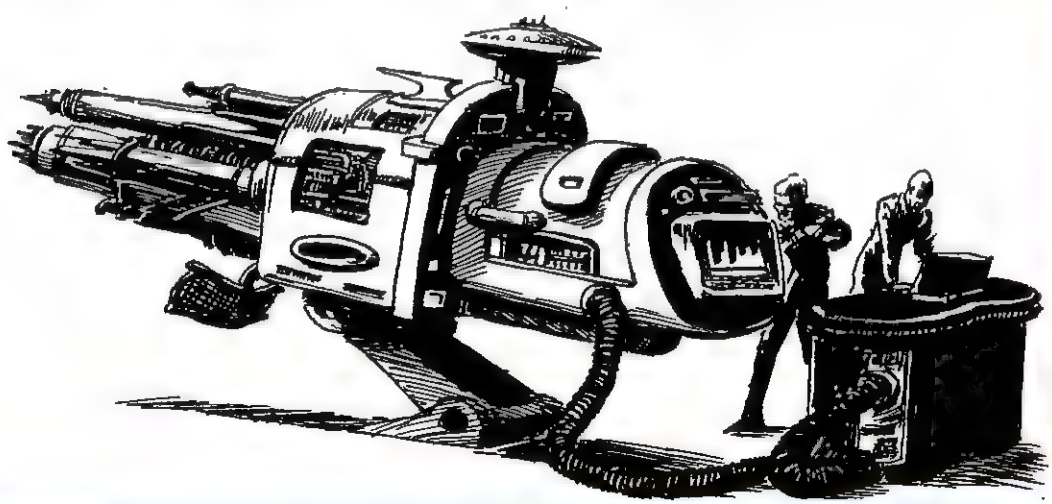
The Romulans

The Romulans have known about the various sensor projects upon which the Federation has been working for about three months. They organized a devious plan. First, two months ago, they substituted Dr. Kragen's assistant with a Barolian spy. Her orders were simple: to determine whether any of the sensors worked, and relay information about them to the Romulans. Next, they organized a little test of their own. Surreptitiously purchasing a freighter, they plan to orchestrate a fake attack designed to lure the Starfleet test vessel.

Synopsis

Docking at one of the orbital platforms at Starbase 39-Sierra, the Crew's starship picks up the four scientists, their assistants and equipment. As soon as everything is squared away, the starship proceeds to the coordinates designated for the tests.

During the trip, the Crew gets a chance to interact with each of the scientists. They have an opportunity to get to know each, and gain an understanding of each person's personality and foibles. Once at the proper coordinates, the testing begins. Each sensor package is test-



ed in turn, with one of them showing clear signs of detecting a cloaked Romulan ship. Soon afterwards, a freighter sends out a distress signal—a Romulan ship attacks them. Coming to the rescue, the Crew has an opportunity to test the new sensors under combat conditions. They appear to come through a flying success. Traveling to rendezvous with the *U.S.S. Fortunate* for the scientists' return trip home, the Crew and scientists have another opportunity to socialize, this time at a celebration in honor of the working sensors. The revelry is interrupted by another distress signal, from another freighter. The Crew attempts to locate the attacker, using the new sensors, only to discover they no longer operate. In between the time of the test and the celebration, someone sabotaged the new sensors.

The Crew must solve the mystery presented by the sabotage. Using various means, they must uncover a spy within their midst.

Taking on Passengers

The episode begins with the Crew's starship in orbit around Starbase 39 to pick up a group of scientists for a series of sensor tests. In preparation for the scientist's arrival, the captain assigns a team to work with the scientists, the player characters. Appropriate characters include engineers (the Chief Engineer, if a player character), an operations manager, someone from command to serve as liaison (the First Officer, if a PC), and any related science personnel. She requests them all to meet in transporter room two to receive the scientists.

When everyone is assembled, the starbase signals that the scientists are ready to beam over. With the high-pitched hum and streaking beam of the transporter, five people materialize on the transporter pad. When the captain welcomes them on board, each of the visitors introduces him or herself—Sarok, dressed in traditional Vulcan garb; Lieutenant Nakamura and Ensign Juaraz in their crisp Starfleet uniforms; and Dr. Kragen and his assistant, Gretel (both dressed in typical Earth civilian clothes, with Kragen wearing a grandfatherly sweater).

As soon as the captain finishes introducing the Crew, Dr. Kragen brusquely asks to be shown to his quarters. He seems out of sorts. Betazoid characters can tell something upsets Dr. Kragen, with a successful Receptive Telepathy or Empathy Skill Test. He wants to be away from the other scientists as soon as possible.

On the way to their quarters for the duration of their stay, the Crew can make small talk about the scientists' trip to Starbase 39. Lieutenant Nakamura is pleased to be back on a starship and out once again in space. Sarok answers questions honestly and gives his opinions freely. Although Gretel is chatty, Kragen just fumes.

Meanwhile, operations personnel beam the scientists' equipment on board. These large, gray containers, holding various components, materialize in one of the cargo bays. As soon as they square everything, the transporter operator signals the bridge, and the starship can get underway for the testing area. Laying in a course for the proper coordinates is a Routine Shipboard Systems (Flight Control) test.

The trip will take three days to make the journey at warp factor 7.

Getting to Know You

Over the next few days, the Crew has an opportunity to get to know their guests. During this time, they get a feel for each person's personality, quirks and foibles. The Narrator should use any or all of these encounters to establish the various rivalries and associations between the scientists. If you can think of other situations in which to bring out some facet of their personalities, feel free to include them here. Consult the descriptions of each to get a better understanding of the motivations, feelings and opinions.

In the Observation Lounge

In the evening of the first day, Gretel gets to know one of the PC's. She sits in an observation lounge (your ship's version of 10 Forward), sipping a glass of Altair water. She's seated alone, Dr. Kragen having gone to bed. She's beautiful and looks a little lonely. When she sees any of the PC's enter, she immediately brightens and invites them to join her.

During the conversation, Gretel singles out one Crewmember (if there's more than one), preferably male. She asks a lot of questions about the ship, recent missions and the

PC's background. More than a little flirtatious, she asks the kinds of questions an interested civilian would ask. She tempers this by providing information about herself.

At some point in the conversation, she will let slip that she has a sister and she misses her. She mentions her sister quite naturally in the conversation, and the reference sounds quite genuine. Indeed, it is genuine, she is talking about a real recollection of her sister; the only thing that isn't genuine is her location (see Greva description at the end of this chapter). Alert members of the Crew may remember this later when they check her computer record and find that she is listed as having no siblings. For now it should pass without a ripple.

Suddenly, Ensign Juaraz gets up from where he's sitting on the edge of the room, makes a point of passing close to the table, then storms out of the room. Betazoid characters detect a hint of jealousy with a successful Receptive Telepathy or Empathy Skill Test (something obvious even to non-telepaths).

In the Corridor

At some point during the trip, while one or more of the Crew walk the corridors to some part of the ship, such as their own quarters, they come upon a heated argument between Dr. Kragen and Lieutenant Nakamura. Both stand outside her quarters.

Overhearing part of the conversation, Crewmembers glean the issues of the argument. Dr. Kragen accuses Lieutenant Nakamura of breaking into the cargo bay to get a look at his equipment, with the intent of copying his work. It was bad enough, he exclaims, that Nakamura stole his original idea, but to try and copy components to make her own flawed sensor work properly is too much.

Nakamura tries valiantly to keep her cool. She responds to Kragen in even, measured tones. She did not steal Kragen's ideas, nor did she attempt to get a look at his equipment. Her Starfleet training in diplomacy and conflict resolution shine through. But she's obviously upset, as evidenced by her flushed cheeks. Kragen, on the other hand, acts the perfect bully. He blusters. He waves his hands. He raises his voice (though without shouting). Other crewmembers in the corridor look a little uncomfortable as they pass by the two.

Betazoids making a Receptive Telepathy or Empathy Skill Tests get a feel for the roots of the argument. Kragen truly believes Nakamura tampered with his equipment. Underneath this are his feelings of inadequacy as a scientist, and that this is his last shot at gaining the recognition he feels he deserves. Nakamura did not go near Kragen's equipment and wants to get as far away from the conflict as possible.

The Crew enters in the middle of this and should attempt to resolve the situation. This might range from merely separating the two, to actually checking the ship's logs to see if anyone entered the bay. This largely depends on your group's style of play. For an added wrinkle, Gretel could arrive on the scene in time to calm Dr. Kragen down, and perhaps enhance potential romance with a PC. Nothing brings people together like a shared experience or a common enemy. To make matters even more interesting, have Ensign Juaraz arrive at the same time to stick up for Nakamura and witness any romantic sparks between Gretel and a PC.

On the Bridge

Lieutenant Nakamura, feeling homesick for a starship, spends time getting to know the Crew. She might seek them out while off duty or ask permission to board the bridge. Either way, her motivation is twofold. First, she seeks the camaraderie of other Starfleet officers; she's spent a lot of time in her lab with only Ensign Juaraz as company. Second, she'd like a posting on a starship. (She might approach the captain directly with a request to be posted to this starship).

Nakamura asks for a tour of the starship. This should be fairly routine—the sickbay, the labs, main engineering, etc.–during which she makes polite conversation. She seems wistful for adventure. She wants to be out in uncharted space, conducting research on some new phenomenon. She misses the routine of shipboard life and the sense of belonging that a ship provides; it's hard to become attached to a lab, she quips. The Crew can tell stories about their exploits, which she finds entertaining.

During the tour, just as they come upon the cargo bay where her equipment is stored, they hear the characteristic hiss of a door closing. They come upon the door to the room just as it closes. Running ahead, the Crewmember(s) finds the corridor empty; no one passed them from the direction they came.

Entering the bay, they find the room dark and a bit chilly. When they turn on the lights, they see various cargo containers stacked around the room—including the scientists' equipment—but no one else. Even if they search behind and around the pallets, they can find no one hiding. If anyone thinks to run a diagnostic on the door, the Crew can find no malfunction.

Sarok

This being Sarok's first time off Vulcan, and without his mentor Aurik, he feels a bit out of place. Uncertain what to do, or how to interact with humans (and other emotional species), he tries to pass the time in the only way he knows how—meditation and study.

A Crewmember might notice Sarok's repeated absence when not working on his sensor, and visit his cabin. This is certainly appropriate for a Ship's Counselor, though anyone can take it upon themselves to draw Sarok out of his shell. They might invite Sarok to dinner, a visit to the holodeck or some crew

function like a play or recital. When they ring the door chime, the door opens on the gloomy room.

Sarok sits on the floor in a meditation position, wearing white Vulcan robes. He looks up at his visitor while making what he considers polite conversation ("Do you require my assistance? No? Then why are you here?"). Play him as obtuse and a little rude. The Crew can make Persuasion Skill Tests to get him to leave his cabin; Charm does not work on Vulcans. Let the player come up with a destination.

When not working on his sensor, the Crew might encounter Sarok in one of the crew lounges enjoying a bowl of *plomeek* soup. He sits alone, his bowl forgotten and cold as he pours over scientific journals on a PADD. As before, Sarok does not make a good conversationalist. It should take all the Crew's diplomatic skills to maintain a conversation with him.

When they finally do draw him out, Sarok becomes quite opinionated. He compares everything to Vulcan and his time at the Vulcan Science Institute. If the Crew asks him his opinion about their starship, he responds with "it is not the way things are done on a Vulcan ship." Making small talk about the Federation ("Have you ever been to Risa?"), they discover how little he knows beyond Vulcan. If they try to engage him in a scientific discussion, he proceeds to bore them with very technical details.

Setting up the Sensors

The scientists need help in setting up their sensors, which must be added to the long-range sensor array behind the main deflector dish. Once this has been accomplished, they have to conduct tests to make sure everything functions properly (and make adjustments as necessary).

Narrator's Tip: You should intersperse the assembly and testing of the sensors with the more social encounters detailed in "Getting to Know You." For example, the Crew might spend one day unpacking the equipment, then in the evening interact with the scientists socially. The next day, they crawl through a Jeffries tube to attach a sensor to the EPS network, followed by another encounter with one of the scientists. This provides a more realistic feel to the story.

First, the sensors must be unpacked from their crates and assembled. The scientists, Crew and additional operations personnel meet in the cargo bay. The room becomes a hive of activity, as crewmen open crates and organize the sensor components. The sensors themselves are large, with the exposed look of an experimental piece of equipment. The floor becomes littered with a variety of bits and pieces laid out with precision—oddly shaped boxes, glowing rods, and blinking tubing.

To assemble the sensors requires a Moderate (6) Systems Engineering (Sensors) Skill Test. All the while, the three scientists hover around, lending advice and providing direction. Sarok quietly and determinedly pours over his sensor, seemingly ignoring the Crew as he works. Dr. Kragen continually badgers the Crew, admonishing them about a delicate piece of equipment or questioning their skills; if he feels ignored by the Crew, he grumbles, even taking his complaints to the captain. Nakamura works with the Starfleet officers, metaphorically rolling up her sleeves and getting down to work. Gretel and Juaraz help out as needed. (Narrators should feel free to include them in any Combined Tests to assemble the sensors).

Ensign Juaraz works well with the Crew and Lieutenant Nakamura, but he visibly ignores both Dr. Kragen and Sarok. He's insulted by Sarok's criticism of Nakamura, and angry over Kragen's allegations. He's also a bit unsure of himself, managing to get in the way and dropping things. (If anyone rolls a failure, the Narrator could attribute this to Juaraz's involvement.) Gretel, on the other hand, appears to be the only one of the group still on speaking terms with everyone. Open and friendly, she's prepared to assist everyone with their equipment, not just Dr. Kragen. Ensign Juaraz's attraction to Gretel also becomes obvious, as he hovers around her, helps her whenever he can and glances at her repeatedly.

Betazoids, or other psionic characters, get the full picture of the relationship between Juaraz and Gretel. With a successful Receptive Telepathy Skill Test, they can tell Juaraz is smitten with Gretel. Gretel is aware of the boy's affections, and finds them charming, but isn't sure how she feels.

LCARS 4.1

Second, the Crew must move the sensors to the instrument bays directly behind the main deflector, and hook them up to the EPS conduits. Because the assembled sensors are too big to move through the corridors of the ship, they must be beamed into place using the ship's cargo transporters. Their destination are several areas reserved for future expansion on the decks immediately behind the main deflector dish. This is a Routine Shipboard Systems (Transporter) Skill Test.

Once the Crew establishes power to each of the sensors, the devices must be tested. This involves powering up the sensors and running a series of diagnostics on them. Hooking the sensors up to the main deflector array and the EPS conduits requires a Moderate (7) Systems Engineering Skill Test, for each of the sensors. If the Narrator wants, she can add a few problems with the equipment. Sarok's sensor might, for example, cause a short in the ODN taps. Or Lieutenant Nakamura's sensor might require the installation of a new molecular feed injector. Any problems won't manifest until the sensors are brought on line. These require additional Skill Tests to repair, and slow down the progression of the adventure.

The Sensors

Sarok's sensor works by scanning for the extremely high frequencies at which a Romulan cloaking device operates. Thus, the sensor works not by detecting the ship, but the existence of a cloak.

Dr. Kragen's device by looking for subspace disturbances created by the cloaking device. Kragen theorizes that because a cloaking device actually causes matter to be partially deflected, it causes a subspace ripple. Using a verteron pulse, he hopes to detect this distortion.

Lieutenant Nakamura believes that certain particles are not affected by a cloaking device's spectra-bending properties, and relies on bombarding the space directly in front of the starship with polaron particles. Unfortunately, the polaron particles react poorly to standard Federation deflector shields, though they do not interfere with the weaker navigational and structural integrity fields of a starship.

4.1

None of the scientists like the problems and delays, but each reacts according to their nature: Sarok goes down to the equipment bay to fix the problem himself; Nakamura makes helpful suggestions to the engineers based on her knowledge of Starfleet equipment; Dr. Kragen fumes and makes excuses.

The First Test

By the time the sensors are in place and functional, the starship arrives at the coordinates designated for the test. The scientists are anxious for the tests to begin, assembling on the bridge at one of the science stations. The more Dr. Kragen has to wait, the more restless he becomes. It makes more sense for the equipment to be tested sequentially rather than simultaneously.

The scientists immediately begin to squabble about precedence. Lt. Nakamura refuses to take part in this, but Ensign Juaraz makes up for it by being very vocal. Sarok tries to use logic, which Dr. Kragen finds laughable. Eventually Gretel appeals to the Crew to decide. The scientists reluctantly go along with the Crew's decision as to order, but not before making sure they are clear on the relative merits of the different systems and the benefits of testing theirs first.

• When Sarok sits at science station one, he deftly adjusts the sensor array. His sensor unquestionably detects cloaked Romulan ships in the Neutral Zone; four blips suddenly appear on the screen in an area of space the ship's sensors register as empty. The ship's computer identifies them as Romulan warbirds. Everyone crowds around the sensor to see them. Sarok betrays no emotion about his success.

• Kragen impatiently sits down at the controls, erasing the screen and querying his own sensor. His sensor detects some ambiguous blips. He claims they are the same ships Sarok detected, though they are not in the same positions as they were a few moments before; with a Routine Space Science (Astrogation) or Shipboard Systems (Flight Control) Skill Test, a Crewmember can tell it is impossible for the ships to have traveled from their positions during Sarok's scan to their current positions. Kragen fiddles a lot with the alignment of his sensors and has Gretel help him. No matter the order the tests are made, Dr. Kragen demands more time and says he hasn't had enough time to check everything properly.

• Lt. Nakamura takes her turn at the sensor controls. After a few minutes, all the while biting her bottom lip, she admits her equipment shows nothing, no matter what she does. Just like the display at science station two, the sensor readout remains blank. Goodnaturedly, she surrenders the terminal to the next scientist. Juaraz offers some enthusiastic suggestions for tuning the sensor, which Nakamura takes as well-meaning, though fruitless.

Report of an Attack

At this point, the Romulans conduct a test of their own. Thanks to their spy on the sensor project, they know precisely where the Federation tests the new sensors. The Romulan Military Command orchestrates an attack on a decommissioned freighter to determine if the starship can indeed detect a cloaked ship. The *Tal Shiar* purchased the ship through Barolian fronts, and flew it to predetermined coordinates, where the warbird awaited its arrival. The warbird's orders are to destroy the derelict and send out a false distress signal. When the starship arrives, the Romulan High Command believes, they will scan for the attacking ship. If they find it, the starship will move to intercept.

Just as the scientists test their equipment again, and are beginning to squabble about whose turn it is next, a distress signal comes in:

Calling any Federation craft. This is the freighter Genevieve *heading from Ennan VI to Arteline, heavily laden. We are under attack from Romulan forces. No challenge offered. Our shields can't take much more pounding and we can't outrun them. Please send assistance. Our position is....*

The message concludes with the *Genevieve's* coordinates. The Crew's ship is the closest and it is clear the tests should be abandoned while they hurry to the scene to help. To proceed to the *Genevieve's* position requires a Routine Shipboard Systems (Flight Control) Skill Test. The travel time should only be a few minutes.

By the time the starship arrives, sensor scans indicate nothing but drifting wreckage with no signs of life. Nakamura suggests to the

Crew that they scan for any cloaked Romulan ships using Sarok's sensors. Kragen immediately suggests his sensor also be tested, and Gretel suggests that, in that case, so should Lt. Nakamura's, to be fair.

Queing up Sarok's sensor, the display screen reveals a cloaked ship making its way towards the Romulan Neutral Zone. A successful Routine Shipboard Systems (Flight Control) Skill Test indicates the Romulan ship could have attacked the freighter. Kragen's equipment cannot detect it at all. Kragen, subtly encouraged by Gretel, accuses the others of sabotaging his equipment or setting up fields to interfere with it.

Before Lt. Nakamura can test her sensors the shields on the starship have to be completely lowered. Sarok argues it is not logical to take this risk. Lt. Nakamura found nothing last time and the shields should not be deactivated when there is a warbird so close and fully able to take advantage of the vulnerability of the starship. The Romulans would not move to attack a a heavily-armed Federation cruiser without good cause, but the Crew doesn't know that. The decision whether or not to test is entirely up to the Crew.

If they go ahead with it, the moment when the shields go down should be tense, and someone should keep their finger on the button, ready to rearm the shields at a moment's notice. If Nakamura's test takes place, the sensors show no sign of the ship, though it is clearly still visible on Sarok's sensors. As they raise the shields, the ship begins to move away. Lt. Nakamura reluctantly accepts that her theory must be incorrect. She shakes hands with Sarok, and at her urging Ensign Juaraz does the same.

If they decide not to test, then Lt. Nakamura reluctantly agrees it is the sensible thing to do. She suggests testing somewhere later when Sarok's shields show Romulan activity a little further away. Ensign Juaraz mutters under his breath.

Meanwhile, the crew on the Romulan ship carefully watches the starship on its sensors. Will the Federation vessel move to engage them? They purposely travel at warp one, to appear unconcerned and lure the starship to follow them. If the Crew does not suggest going after the warbird, the Narrator could have the Romulan ship make provocative moves, such as stopping or changing course, to force the Crew to tip their hands.

LCARS 4.2

If the Crew does not take the bait and pursue the Romulan ship, the Romulans assume the new sensors are a failure. They cross into Romulan space.

SCANNING THE REMAINS

The wreckage of the *Genevieve* shows no definitive signs of Romulan attack. Extensive scans of damage indicate disruptor damage rather than phasers, but that is not proof enough to start a diplomatic incident.

If the Crew decides to investigate more about the *Genevieve*, have them make a Routine Computer (Research) Skill Test. The registry records show the *Genevieve* was a merchant vessel hailing from Ennan VI, recently decommissioned because of its age. With a degree of success one difficulty level higher (*e.g.*, a Test Result of 6, 7 or 8), the researcher learns the *Genevieve's* Ennan owner recently sold the ship to an unknown party, and the ship hasn't been near Ennan VI for weeks. No record of any shipments from Ennan VI or any other worlds bound for Arteline can be found. Inquiries to Arteline uncover no party to whom the vessel was bearing freight.

A Celebration

Having successfully tested the new sensors, and determining that one indeed works, the starship now turns to rendezvous with the *U.S.S. Fortunate*, a starship heading directly back to Earth to take the scientists home. Each

The Sensors

If the Crew decides to chase after the warbird, since it's on the Federation side of the Neutral Zone, this could lead the episode in a dangerous direction. Certainly, Jim Kirk would try to stop the Romulans from getting home; remember, once in the Neutral Zone, the starship cannot chase after it. This is a tricky scene to narrate: you want the Crew to chase after the Romulans, but not catch them.

The simple solution is to have the warbird cross over into Romulan space before the starship can intercept. The moments during the chase should be tense ones. Will the Romulans get home before the starship can stop them? Alternately, once the first warbird realizes it's peril, they could call for reinforcements. Then the Crew faces several opponents. If the Crew decides to use their tactical advantage and attack the warbird, you have a battle on your hands.

If all of this seems like too much trouble, you can place the warbird comfortably in the Neutral Zone and avoid the issue.

4.2

of the scientists are anxious to report to Starfleet Command: Sarok, to get his device into production; Kragen, to file a formal complaint to have the tests redone; and Nakamura, to move on to her next assignment. A temporary quiet descends on the starship as things wind down.

Once again, the Crew has an opportunity to socialize with the scientists. If there is some natural celebration at this point, it would be ideal. Useful examples of a natural celebration would be: having completed a year of the voyage or half the voyage; the captain's birthday; two members of the Crew getting married; the news arriving by subspace radio that the wife of a Crewmember has safely had a baby back on Earth (or wherever). Slightly less useful examples are the anniversary of a great victory in the Romulan War; the anniversary of the first flight of the *Phoenix*; or the anniversary of the Unification of Earth.

Failing any plausible event of this sort, the captain could decree a party to celebrate the successful testing of the sensors, but this would put two thirds of the scientists into a bad mood to begin with. (Although the captain could phrase it as a celebration of the successful completion of their mission). The more natural the celebration and the less it appears to have to do with the scientists, the better.

No matter the reason, the party is a decorous but cheerful celebration. One of the lounges has been decorated for the occasion—tasteful floral arrangements, platters of delicacies from throughout the Federation, guests dressed in their off-duty finest. A small band, comprised of fellow crewmembers, plays requests. The scientists, and Crew, unbend a little and find themselves confiding in each other.

During this scene, Dr. Kragen tells people about the ruins of his beautiful theory and confides that he misses his wife. If he has sympathetic listeners he may begin to develop a new theory which may lead to further advances in transporter technology. If encouraged he may even touch on his dearest dream—transporters that work across interstellar distances. The main thing to get across to players here is that Dr. Kragen isn't such a bad guy after all.

Lt. Nakamura confides how glad she will be to return to active duty on a starship soon. If she gets the opportunity to talk to senior Crew, she may shyly volunteer to stand a watch for the remainder of her time aboard the starship. If the Crew accepts this offer, she serves at the best of her capacity and proves an excellent officer.

Sarok keeps to the fringes of the party, acting like an alien anthropologist studying humans, but he considers this relaxing. He makes comparisons to the superiority of Vulcan, especially where food is concerned, though he tries to do this in a kindly tone. Some supporting cast crewmembers may complain about the stuck-up Vulcan in quiet corners of the room.

One of the Crew may notice Gretel arriving late. Well into the party, the doors whisk open and Gretel hurries into the room. If anyone asks her what kept her, she claims she fell asleep. She proceeds to single out a male member of the Crew (preferably the one from her earlier encounter), or the most sisterly female Crewmember, and tries to make friends. She pumps them for Starfleet information of use to the Romulans, but she's so good at doing this naturally, the Crewmember shouldn't notice until later. Gretel seems in high spirits this evening, more so than usual. Of course she is; she's managed to learn all the details of Sarok's sensor device and her mission has thus been successful so far. If she didn't mention her sister earlier, she lets this slip now. Again, the reference follows the natural course of the conversation. (For example, if one of the PC's talks about baseball, Gretel mentions her sister likes the game.)

Ensign Juaraz confides his love for Gretel and the unsympathetic response he got from telling Lt. Nakamura to one of the Crew. He shrugs off the failure of the Starfleet sensors, and begrudgingly expresses admiration for Sarok. As long as Starfleet has some sensors that work, he believes, it doesn't matter who made them. He may ask the help of a Crewmember in approaching Gretel to express his feelings. If she's been cold to him, he may ask one of the Crew to attempt to reconcile them. If he sees Gretel being very friendly with a Crewmember he becomes jealous and tries to interrupt their conversation. This is a good way to end Gretel's information-gathering incident.

Gretel's Mission

The real reason Gretel arrived late is her mission for the Romulans. After the attack on

the *Genevieve*, she slipped down to the instrument bay holding Dr. Kragen's sensor. Using her knowledge of the sensor, she quickly modified it to send a message encoded into the ship's variable frequency EM flux sensor. This makes the message virtually undetectable to the starship's Crew, as the ship sends out waves of electromagnetic energy. She sends technical data on Sarok's new sensor, including the frequency at which it operates. With this information, the Romulans can adjust their cloaking devices to become invisible to the new device.

Please Save Us!

Armed with this data, the Romulan warbird can now attack the starship, thus destroying the new prototype sensor and killing its designer. They attack the *S.S. Apollyon*, severely crippling the vessel, to hamper the starship. In addition to dealing with a cloaked warbird, they must stick close to the *Apollyon* to protect it.

While everyone enjoys the celebration, a call comes in for the captain and senior staff members. The bridge has picked up a distress signal—another Romulan attack on a freighter. The Crew can either return to the bridge to hear the message, or have it piped into the lounge:

"Calling any Federation craft. This is the freighter S.S. Apollyon. *Please help us. We are under attack by a Romulan warbird. Is anyone there? Please save us! I repeat..."*

Traveling as quickly as they can to the *Apollyon's* last reported position, the starship comes upon the little freighter. It's taken a lot of damage and is in real trouble, but is not yet destroyed. There is no sign of the warbird, however.

The freighter captain hails the starship, reporting that the warbird fired on them and then cloaked itself only two minutes before the starship's arrival. He is almost frantically grateful for the starship's prompt appearance. "Another 10 minutes and we'd have been debris, captain. I don't know how to thank you enough. There are 200 colonists aboard, families and livestock on their way out to Geronimo IV. You've saved all of us." If the starship tells them what happened to the *Genevieve*, this only makes him more grateful. The freighter captain may ask the starship to escort them to their destination (a new colony world only two light years from the Neutral Zone border) in a neighboring sector.

Either along the way to the *Apollyon*, or once they arrive at its side, Sarok powers up his sensor with Gretel's help. The sensor picks up no sign of other vessels, and the screen remains blank. Gretel, knowing full well why Sarok's sensor fails to detect the warbird, suggests none of the equipment works reliably. Unamused, Sarok insists his device has been sabotaged, and runs a level 3 diagnostic on it. He can find no evidence of it having been touched.

Dr. Kragen, very much against Gretel's reasonable advice, absolutely insists on powering up his sensor. He argues that since Sarok's sensor fails to operate, perhaps his might work. With a cry of horror he announces his device has been tampered with. This time he is sure. Previously it was not working correctly or giving the right results, now it does not work at all. This may well sound to the Crew like crying wolf. Of course, when Gretel modified Kragen's sensor, she tampered with some of the components; it doesn't even respond to his commands.

With the Romulans so close it would be very unwise to attempt to use Lt. Nakamura's sensor, which she herself admits. It would leave the ship potentially unprotected. Nobody doubts that the Romulans are out there, somewhere close, lurking invisibly and laughing.

Investigation

The Crew must consider if there was sabotage, and if so who could have committed it. And fast.

Suspicion immediately falls on the scientists, but which one? There seems to be no sense in sabotaging Kragen's machine when it was Sarok's sensor that was giving good results. They may well entirely disbelieve Kragen, but it is clear that Sarok's sensor shows nothing when there must be a warbird very close.

They may immediately suspect Gretel. During the scenario, she demonstrated an understanding of both pieces of equipment. Or they may suspect Sarok; he's been keeping to himself the entire mission, and it would be easier for a Romulan to disguise himself as a Vulcan than as a human. He could have been manipulating his machine earlier. They may even suspect Lt. Nakamura; recall that Dr. Kragen accused her of tampering with his sensor earlier. They may think Dr. Kragen too obnoxious to be other than a villain.

To be more effective, the Crew should check into several avenues. Someone should check the sensors for signs of tampering. The starship's own computer records might turn up something, like anyone hanging around the instrument bays. One of the Crew might think to check each scientists' credentials for any discrepancies. Yet another Crewmember might check for covert transmissions from the ship.

Evidence

Careful examination of Sarok's sensor shows that it has not been touched since being put into place. It isn't working, but that clearly isn't because of crude physical sabotage.

Once they remove the panel Dr. Kragen indicates, the damage to his sensor is visible and thorough. It may be capable of being repaired but it will need some parts from Engineering. A successful Moderate Systems

TROUBLESHOOTING:

If Gretel's actions are completely accounted for during the celebration, then the message was transmitted en route to the *Apollyon*, while the bridge crew was busy setting course and rushing to the vessel's aid.

4.3

Engineering (Sensors) Skill Test reveals that part of the interface was jury-rigged to tap into the variable frequency EM flux sensor and transmit a message. Someone used the device, then destroyed it to cover their tracks. This points a finger at Dr. Kragen or Gretel.

Any message covertly sent could only be intended for one listener—the Romulans. The Crew should want to know exactly when the message was sent. Checking the starship's sensor logs, requiring a Difficult Computer (Research) Skill Test, a Crewmember can uncover a brief message hidden in the sensor's carrier wave, sent sometime during the celebration. A Moderate Shipboard Systems (Sensors) Skill Test allows a Crewmember to decrypt the message from the sensor's EM waves; it consists of numbers corresponding to the harmonics used in Sarok's sensor. These were known only by Sarok, Gretel, the Science Officer and Chief Engineer, and anyone else who was listening to Sarok, which may include Lt. Nakamura and Dr. Kragen. The destination is simple, the other side of the Neutral Zone.

Unfortunately, anyone on the ship could have had access to the sensors at this time. Nobody was checking where anyone was. Only those actively involved in controlling the starship are definitely in the clear. Crewmembers can easily be cleared, as if they needed an alibi, by checking the computer logs for the time in question; the computer keeps track of everyone on board a starship through their comm badges. Since Dr. Kragen, Gretel and Sarok do not wear combadges, they are prime suspects. (Nakamura and Juaraz can easily be accounted for through their combadges.)

This might trigger one of the Crew to check the computer logs for the instrument bays behind the main deflector dish. They clearly show Gretel slipping down the corridor and skulking into the sensor bay.

LCARS 4.3

Finally, by checking the personnel logs at Starfleet Command, the Crew can try to find any anomalies in their stories, but checking them may take some time. That is, Sarok is indeed a Vulcan scientist from the Vulcan Science Academy. Lieutenant Nakamura and Ensign Juaraz come from Starfleet Command. Dr. Kragen comes from his space station Regula III. Even Gretel's records from Starfleet check out; of course, these are a *Tal Shiar* plant, and the *Tal Shiar* could not account for Gretel's slip of the tongue. Her records make no mention of a sister. Even if this checking is not done until later it may lead to the discovery of the extensive network of *Tal Shiar* spies in the Federation and even within Starfleet. If the Crew communicates this information rapidly back to Earth, it should lead to the apprehension of at least some of this network. The longer it takes before this happens, the longer the spies have to cover their traces on Earth.

With the glaring omission in her personnel files, the Crew might suspect Gretel is not what she claims to be and want to perform a medical scan. The Crew might suggest scanning all the suspects as part of their investigation, to keep from alerting Gretel of their suspicions. With a Routine Medical Sciences Skill Test, a doctor can tell that Gretel is not human, as she appears, but is instead a Barolian.

A Romulan Attack

While the Crew attempts to find the saboteur, the Romulans attack the starship. Having received the message from Gretel, they adjust their cloaking device to remain invisible to Sarok's sensor. Now, after damaging the *Apollyon* and thus hampering the starship, they attack.

After the Crew checks out the new sensors in the instrument bays, the warbird suddenly decloaks and makes a strafing run at the starship. The Crew will have to determine who returns to the bridge to man their stations and who continues the investigation into the sabo-

teur. At this point, run a ship battle between the starship and the warbird, with the Romulans repeatedly decloaking and recloaking.

The problem the Crew faces is one typical to all battles involving the Romulans—attacking an aggressor they cannot locate. The Crew might try to employ a different way to detect the warbird, like using an antiproton beam. We leave this to the inventiveness of your Crew. The Crew can attack the warbird at the moment in between the Romulan ship decloaking, raising its shields, firing its weapons and recloaking. This requires a successful Challenging Shipboard Systems (Sensors) Skill Test to detect the decloaking/shield activation as it occurs.

Narrator's Tip: To make things more complex, the captain of the warbird might be Modex, from the preceding episode, and the ship might be the *D'vairin*. If the Narrator decides to include this plot wrinkle, Modex decloaks and contacts the starship. He recalls their assistance against the mutant strain of Vidorian-B, and wants to give the Crew an honorable choice. He expresses his unwillingness to destroy the Crew's starship. He demands the captain turn over the new sensor, all technical data pertaining to the program and the scientist who invented the device. In return, he will not attack the ship. Modex makes the situation perfectly clear: if forced to, he will attack.

Greva's Escape

Gretel did not intend for the sub-space transmision to be discovered. She used it to inform the Romulans of the shield frequencies Sarok's device checked. This allowed them to modify the cloaking device so as to use other frequencies. This technique makes Sarok's sensor useless in general—however often the sensor is recalibrated, the Romulans can change their frequencies in response. It will be easier for them if they know the frequencies the Federation is using, but even without that, they can randomly rotate their frequencies at the upper end of the scale. (Alternatively, Sarok's theories only accidentally uncovered a minor side-effect of cloaking technology—one easily patched once the Romulans are aware of it.)

Meanwhile, Gretel knew Dr. Kragen's sensor was useless for detecting cloaked warbirds. She thought that once testing was complete, everyone would accept this and refrain from using it again. Thus, she thought she could safely adapt it to send a message to the Romulans. She could have sabotaged Sarok's sensor directly, but she realized this would directly incriminate her if any evidence was found. She replaced the panels and left the machine looking the same as it always had. Only Dr. Kragen's ridiculous insistence on testing his machine again when Sarok's did not work led to the sabotage being discovered.

Once the Crew uncovers her tampering, Gretel realizes it is only a matter of time before someone realizes she was responsible, or at least before the Crew begins to interrogate the scientific teams. She improvises a new plan: kidnap Sarok, use him as a hostage and escape directly back to the Romulans. She begins looking for a good moment to put her plan into action.

During the battle, while the Crew investigates the sabotage of the sensors, she acts (preferably just as they discover Gretel's guilt). The Crew might set guards over all the scientists until they discover the saboteur. If so, Gretel stuns them with her hidden disruptor, then finds Sarok and takes him hostage. If all the scientists are kept together, she stuns them too, except for Sarok. Unguarded, Gretel finds Sarok, stuns any security watching him, and takes him. An out-of-breath Lieutenant Nakamura, possibly recovering from being stunned, calls the Crew with the news. The first thing the Crew should do is issue a all-decks security alert for Gretel. Next, they might make their way to the bridge, if they're not already there.

Narrator's Tip: The Narrator might have Gretel/Greva do a lot more than sabotage Kragen's sensor. She might attempt to break into one of the phaser coupling access panels and sabotage the phasers. You can play up the danger of having a saboteur loose on a starship during a battle, as security teams search every deck for Gretel. During the battle with the warbird, the phasers might suddenly not respond, or the shields might falter. Of course, once she reveals her general whereabouts by sabotaging a key component, the Crew can capture her.

Thus, three different events take place simultaneously. The Crew attempts to figure out who sabotaged Kragen's sensor while the Romulans attack the starship, and Gretel/Greva attempts to escape.

If the Crew is on the bridge, Nakamura's message is immediately followed by Greva's entrance. If the Crew is elsewhere, they arrive on the bridge soon after Greva, in time for her escape. She holds Sarok in front of her, her disruptor to his throat. Sarok is completely disoriented by this turn of events. He implores both sides to put their weapons down and be logical. Greva only laughs and says, "It's set on full. One step nearer and I blow his head off. Lower the shields now."

She sounds completely serious about meaning to kill Sarok if the ship's shields are not lowered. Betazoids can tell her seriousness with a successful Receptive Empathy or Telepathy Skill Test. Using a tricorder, a Routine Personal Equipment (Tricorder) Skill Test, the Crew can easily discover she is a Barolian. She admits to the Crew that her name is Greva, and that she's a Barolian and Romulan spy. She explains how she had hoped nobody would notice her tampering with Dr. Kragen's equipment, but that she couldn't sabotage Sarok's sensor without calling attention to herself.

As soon as the Crew lowers the shields, she demands they open a hailing frequency to send a transmission to the cloaked warbird nearby. She tells the Romulans to beam her aboard their ship. The warbird decloaks and she and Sarok both disappear in the glow of a transporter beam. The warbird quickly recloaks.

Resolution

There are a large number of possible resolutions to this situation, depending on what the Crew does next. There are thus four different ways for this chapter to end, all with their own consequences for the future.

Romulan Attack: Once they have Greva and Sarok aboard their ship, the Romulans could either break off their attack and return to the Neutral Zone or continue to attack the ship. If the Romulans cloak and set course for home, Greva escapes (see "Greva Escaped," below, for more information). Should the starship manage to destroy the Romulan warbird, then Greva and Sarok die along with the rest of the Romulan crew.

Greva Captured: If the Crew attacks rapidly it may be possible for them to overpower Greva and rescue Sarok. If the Crewmembers are not quick enough, she does not hesitate to kill Sarok. She is not bluffing. Sarok's death helps her mission to disrupt Federation understanding of cloaking devices.

It is unlikely that anyone will be able to talk her down—all she looks forward to with the Federation is a prison. In addition, this may condemn her sister to slave-labor for the Romulans. If negotiations persist, she will even mention her sister's fate, should she fail to escape.

Greva Escaped: It is most likely that Greva will escape. Unless the Crew manage to recapture Sarok before this, this leaves them with the problem of the missing Vulcan (see "Sequels," below). Greva will in this case certainly be back to bother the starship again in later episodes. The immediate aftermath concerns explaining the whole disaster to Starfleet with very little evidence of anything.

Greva Dead: This can happen, though it is more likely that she will be stunned than killed by the Crew. Remember, with a phaser set on stun you can shoot first and ask questions later. Stunning leads to capture. If an over-enthusiastic Crewmember kills Greva, the Crewmember should be reprimanded and disciplined. On the other hand, she may die in the battle with the Romulans, should the Crew manage to destroy the warbird. In this case, there is no reprimand.

Sequels

Perfidious Barolians

If the Crew captures Greva, she can be interrogated for information about *Tal Shiar* plans and intentions. Greva will remain loyal to the *Tal Shiar*—after all, they still have her sister. She may lie convincingly with the deliberate intention of leading the starship or the Federation into trouble. This can run into any episode involving the Romulans where it is convenient for the starship to be at a certain place and get into trouble. Trouble not involving the Romulans which the *Tal Shiar* have somehow set up is also possible. For example, acting on information from Greva, the starship is sent to a position to see something that could cause a war or severe diplomatic embarrassment with an alien culture.

The *Tal Shiar* might find a way to communicate with Greva in captivity to help her set up an incident. The only thing that could persuade Greva to truly defect to the Federation and tell the truth about what she knows about *Tal Shiar* plans and operations would be if they could somehow rescue her sister too. For such a rescue, see "Escape from Romulus," below.

The Return of Greva

If Greva is in captivity, the *Tal Shiar* may try to rescue her. She is a valued operative and has fulfilled her mission. If Starfleet imprisons her near the border she may vanish in a raid and reappear to plague the starship again. This can happen either before or after she has intentionally misled the Federation about *Tal Shiar* plans. If she reappears, the Crew may initially assume that it is her identical twin Aleva and not Greva. They may be right. Or they may assume they are dealing with Greva if they are not aware that Aleva looks just like her. Or the *Tal Shiar* may now send both sisters out. Greva now has a very good knowledge of the inside of the starship and the personality of the Crew.

Whatever happens to Greva, the Crew will still at some point have to deal with Aleva. In that case, Aleva will have a strong grudge against the Federation in general and the Crew in particular. She will in fact be a perfect

Romulan operative with a personal enmity against the Crew.

Prisoner Exchange

The Romulan Empire may demand Greva's release from captivity. The Federation may agree to this as part of a prisoner exchange which they believe is an opening move in peace negotiations. The starship may be sent to deliver Greva to the exchange point. (If Sarok has been captured by Greva and the Romulans, this can take place in reverse. The Federation demands his return in exchange for some Romulan prisoners.) The time and place of the exchange may then be used by Senator Kassus or other connected Romulan factions to try to discredit both the Romulan Peace Faction and the Federation. Greva and Aleva may be part of this attempt to discredit the Federation.

Escape From Romulus

If Greva escapes with Sarok and takes him alive into Romulan detention, they place him in a prison on Romulus. This gives the opportunity for the starship to be given a secret mission to beam down and rescue Sarok. They are the ideal ship for this mission because he will recognize the Crew, and because the Federation can claim officially, if they are caught, that they went on their own initiative. The crew will have to find a covert way to infiltrate Romulan space, including cosmetic surgery.

Along the Border

The repercussions of the attacks on the *Genevieve* and the *Apollyon* and the reaction made to them by the starship affect Romulan policy. If the *Apollyon* survives, the captain suggests that freighters move in convoys when near the Neutral Zone from now on. This could lead the starship into escorting a convoy with the chance of engaging the Romulans. It might also lead to a heightened alert for all Federation starships. It is all part of the general deterioration of the situation with the Romulans and ought to help push both sides towards open war rather than the present, uneasy peace.

Supporting Cast

Sarok, Vulcan Scientist

Although a brilliant theoretical scientist, Sarok is young and has never before been off Vulcan. He finds dealing with emotionally-volatile humans much more difficult than he had anticipated.

Sarok is generally reserved and typically Vulcan. Underneath his cold exterior, he feels a little uncertain of himself and shy, but he covers this up by being withdrawn and almost haughty. He tends to interpret every reference to his mentor, Aurik, as a wish that Aurik were there instead of Sarok.

He is used to being treated with considerable respect. While always polite to everyone, he seems slightly disdainful of those he does not consider equals. This includes the other scientists and everyone else aboard the starship. He is at his best when completely absorbed in his work and ignoring everyone else. He is at his worst when his attempts to be friendly can be seen all too clearly as patronizing.

Image: Sarok dresses in traditional Vulcan clothing, adorned with Vulcan glyphs. He affects a stern demeanor, as all Vulcan do.

Roleplaying: Make sure you say things like, "On Vulcan, my experiments proceeded with none of the inconveniences I have so far encountered on board this ship." He is very blunt, and a bit Vulcan-centric.

Attributes
Fitness 3
  Strength +1
Coordination 2
Intellect 4
  Logic +1
Presence 2
  Empathy -1
Psi 1
  Range -1
Skills
Administration (Vulcan Bureaucracy) 2 (4)
Computer (Research) 4 (5)
Culture (Vulcan) 2 (3)
History (Federation) 1 (2)
  (Vulcan) (2)
Language
  Federation Standard 2
  Vulcan 2
Mind Meld 3
Personal Equipment (Tricorder) 2 (3)
Physical Science (Mathematics) 4 (5)
  (Particle Physics) (6)
Shipboard Systems (Sensors) 2 (3)
Space Science (Thermodynamics) 2 (4)
  (Astrophysics) (3)
Systems Engineering (Sensors) 1 (2)
Unarmed Combat (Nerve Pinch) 2 (4)
World Knowledge (Vulcan) 1 (2)
Advantages/Disadvantages
Curious +1
Mathematical Ability +3
Arrogant -1
Code of Honor (Vulcan) -3
Hides Emotions -2
***Courage*: 3**
***Renown*: 14**
Aggression: -3 Discipline: 0 Initiative: 4
Openness: -2 Skill: 5
***Resistance*: 3**
***Wound Levels*:** 3/3/3/3/3/3/0

Dr. Gustav Kragen, Human Scientist

Born in Frankfurt almost 60 years ago, Dr. Gustav Kragen is an irritable and irascible old man. Educated at the University of Heidelberg, he conducts his research on an isolated research station orbiting Relva VI. He has a German accent which grows less noticeable on the rare occasions when he speaks calmly, generally when explaining his theories to attentive listeners. He is a noted mathematician and technologist, but has never received the high honors he feels he deserves. He puts this down to petty backbiting in political circles. Despite his scientific brilliance, Dr. Kragen has difficulty making friends because of his irascible nature. Nevertheless, he expects people with any scientific background will know his name. He is a fine scientist and theoretician; there is nothing wrong with his mind except his vanity.

Image: He has straggly gray hair and wears, as an affectation, a grandfatherly sweater.

Roleplaying: You have been working on transporter theory for 40 years, and you do not suffer fools gladly—and do not hesitate in the slightest to make this fact known.

Attributes
Fitness 2
Coordination 2
Intellect 5
Presence 3
  Willpower +1
Psi 0
Skills
Administration
  (Bureaucratic Manipulation) 2 (4)
Computer (Simulation/Modeling) 4 (5)
Culture (Human) 2 (3)
History (Human) 1 (2)
  (Science) (2)
Intimidation (Bluster) 2 (4)
Language
  Federation Standard 2
Physical Sciences (Mathematics) 4 (5)
  (Particle Physics) (6)
  (Transporter Theory) (5)
Shipboard Systems (Sensors) 2 (4)
Space Sciences (Astrophysics) 3 (4)
Systems Engineering (Sensors) 2 (5)
  (Transporters) (5)
World Knowledge (Earth) 1 (2)
Advantages/Disadvantages
Engineering Aptitude +3
Intolerant (Incompetents) -3
Poor Sight -2
***Courage*: 2**
***Renown*: 26**
Aggression: -5 Discipline: 3 Initiative: 3
Openness: 5 Skill: 10
***Resistance*: 2**
***Wound Levels*:** 2/2/2/2/2/2/0

Lt. Satchio Nakamura, Starfleet Science Officer

Lt. Nakamura is a Starfleet officer who has served with distinction on two five-year missions. She is calm, capable and a model officer. For the last few years she has been based at Starfleet Command, working on her cloaking device sensor. She is a little unsure about her theories herself, but very angry about Dr. Kragen's accusations and irritability. She would very much like her sensors and her theories to prove right, but has no trouble accepting the truth when it becomes evident. Left to herself she would get along well with her colleagues; in the present circumstances, she retreats into being very Starfleet and invisible. She was insulted by Sarok's complete dismissal of her theories.

As an experienced Starfleet officer she has thorough training with the use of weapons and unarmed combat. As a science officer and scientist, she is very familiar with shields, her sensors and modern science in general.

Image: Satchio has straight dark hair which she wears at jaw-length, and Asian features (she is Japanese). She wears Starfleet research uniforms at all times. She is a very attractive woman but will react very badly to anyone but her husband who tells her so.

Roleplaying: You are a bit too by-the-book, and always want to be sure everybody does their duties according to regulations.

Attributes
Fitness 3
Coordination 2
  Reflexes +1
Intellect 4
  Logic +1
Presence 2
  Willpower +1
Psi 0
Skills
Athletics (Volleyball) 2 (3)
Computer (Simulation/Modeling) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Federation Law) 1 (2)
Dodge 2
Energy Weapon (Phaser) 2 (3)
History (Federation) 1 (2)
  (Human) (2)
Language

Federation Standard 3
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Tricorder) 2 (3)
Physical Sciences (Physics) 2 (3)
(Chemistry) (4)
Planetary Sciences (Geology) 1 (2)
Planetside Survival (Desert) 1 (2)
Shipboard Systems
(Operations Management) 2 (3)
(Sensors) (4)
Space Sciences (Astronomy) 2 (3)
(Stellar Cartography) (3)
(Subspace Theory) (3)
Systems Engineering (Sensors) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Mars) 1 (2)
(Dagon IV) (2)

Advantages/Disadvantages

Bold +1
Commendation +1
Curious +2
Promotion (Lieutenant) +3

***Courage*: 5**
***Renown*: 11**

Aggression: 0 Discipline: 3 Initiative: 1
Openness: 2 Skill: 5

***Resistance*: 3**
***Wound Levels*:** 3/3/3/3/3/3/0

Ensign Jose-Maria "J.M." Juaraz, Starfleet Engineering Assistant

Ensign Juaraz is always known to his friends by his initials and never by his full name. He is an enthusiastic Starfleet officer. This is his first tour of duty, spending the last few years working on sensor technology at Starfleet Headquarters. He has a lively personality and delights in telling jokes and brightening up a dull day.

He wants to be promoted and get a posting to a starship. He has been happy at Starfleet Command, but it isn't exciting enough for him. He wants to be where things are happening. He passionately wants Lt. Nakamura's sensors to work and vindicate the time he has spent on them.

Although good with his hands, he has a tendency to be startled and break things, especially in the presence of Gretel. He thinks Gretel is wonderful and has told Lt. Nakamura that he wishes the doors didn't open automatically so that he could open them for Gretel. Sensible Lt. Nakamura assigned him to extra early morning calisthenics until he got it out of his system.

As far as individuals go, Ens. Juaraz dislikes Dr. Kragen for insulting Lt. Nakamura and their work. Every time Dr. Kragen calls him an imbecile he tenses and bunches his fists. He behaves coolly towards Sarok, because of his insults to their work. Otherwise he treats everyone he meets as a potential friend. His inevitable cheerful nature and eagerness has made the scientists very tired of him. Even Lt. Nakamura has to suppress a slight tendency to wince when he bounces up.

Image: Ens. Juaraz is very tall and strong with broad shoulders. He has dark wavy hair and a permanent, enthusiastic grin.

Roleplaying: You are outgoing, and very loyal to your friends. You'd like Gretel to become one of those friends, a very close friend, but you can't seem to work up the courage to tell her.

Attributes

Fitness 2
Vitality +1
Coordination 2
Dexterity -1
Intellect 2
Presence 2
Willpower +1
Psi 0

Skills

Physical Sciences (Physics) 1 (2)
Administration (Starship) 2 (3)
Athletics (Fencing) 2 (4)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Dodge 2
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
(Human) (2)
Language
Federation Standard 3
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Planetside Survival (Wilderness) 1 (2)
Shipboard Systems (Sensors) 2 (4)
Space Sciences (Astronomy) 1 (2)
(Stellar Cartography) (2)
Systems Engineering (Sensors) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)

Advantages/Disadvantages

Alertness +2
Curious +1
Zero-G Intolerance -2

***Courage*: 2**
***Renown*: 1**

Aggression: 0 Discipline: 0 Initiative: 1
Openness: 0 Skill: 0

***Resistance*: 3**
***Wound Levels*:** 3/3/3/3/3/3/0

BAROL — PLANET OF THE TWINS

Barol is a Class M planet with a humanoid population. Barolians have no eyebrows but are otherwise indistinguishable from Earth humans. Almost all Barolian births are identical twins, single births being regarded as highly unusual. Barolian twins tend to grow up very close in personality, aptitude and preferences. Twins thus often grow up and work together. Barolians tend to marry in pairs, two brothers marrying two sisters, with all four setting up house together. Barolian social structure is based on the group of four adults plus children. Their houses are generally large with an inner courtyard.

Barol lies within the Federation sphere of influence, yet has not joined the United Federation of Planets. In 2364, the independent Barolians entered into a trade agreement with the Romulans. This caused a great deal of concern within Starfleet. Barol is believed to covertly support the Romulan military machine, by ferrying dual-use technology to Romulus. Consequently, the Federation has come to adopt a standoffish posture towards Barol. This in turn has pushed Barol further into Romulan influence. Much of Barol's heavy industry takes place in orbit, to avoid polluting the surface of the planet. The surface is used mostly for residences, parks and farming.

The *Tal Shiar* sometimes use Barolians in their covert operations in Federation space. The Barolians provide technical information, ferry technology and act as spies. Some do this for political reasons, others simply for the money. A few have no choice.

GRETEL VANDERMARK (GREVA), TECHNICIAN

Gretel Vandermark appears to be a smiling buxom young woman 25 years old. She claims to have been educated at Berlin and Munich and recently come to study under Dr. Kragen, whose theories she admires but whose temper, she admits, leaves much to be desired. She is the only person on speaking terms with all the scientists when they arrive aboard the starship. She is good at fixing and using all the sensor equipment, and is always friendly and cheerful. She has a very slight German accent, which is hardly noticeable most of the time.

Gretel is not what she seems, however. Her slight accent is not German at all. Her real name is Greva; she is a Barolian and a Romulan spy. Gretel's eyebrows are artificial, but very firmly attached. At home, Greva was a worker in an orbital factory. The *Tal Shiar* recruited her with offers of a better life on Romulus. She has spent the last two years being trained for this mission: to discover what the Federation knows about cloaking devices and, if possible, to sabotage any project intended to detect cloaked ships. She has been promised Romulan citizenship for herself and her family if she is successful. In addition, to secure her loyalty and prevent her defection, the *Tal Shiar* keeps her twin sister, Aleva, under close observation. Aleva was also a factory worker, but she has since been trained as a spy and a soldier in the Romulan auxiliary forces. Greva's feelings for her sister are very strong.

Dr. Kragen trusts her and relies on her. The *Tal Shiar* managed to remove Kragen's original assistant by infecting her with a deadly illness.

They then substituted her with Greva after concocting a a fake personnel record. By now, she is completely in his confidence. Secretly, she thinks him a vain and pompous fool but openly she behaves deferentially to him at all times. Greva is always polite and helpful to Sarok and attempts to learn as much as she can about his equipment. She always treats Lt. Nakamura in a friendly and open way, while secretly encouraging the feuds. Ensign Juaraz is in love with Gretel. Gretel does not openly reciprocate Ensign Juaraz's affections, though she did initially encourage his devotion. If pressed on the subject she admits she is only trying to be kind. In fact, she does not care about him at all, and she regards him as the most expendable of the group.

Image: She has long blonde hair, blue eyes and artificial eyebrows. She wears technician's clothes with tool-belts but short skirts. She keeps a Tal Shiar disruptor disguised as a small drill in her tool-belt.

Roleplaying: In your ongoing efforts to make friends (actually, to turn people against one another), you say things like: "Please don't be upset. I'm sure Dr. Kragen didn't mean to call you an imbecile. Or even a brain dead imbecile."

Attributes
Fitness 3
Coordination 2
  Dexterity +1
Intellect 3
  Perception +1
Presence 2
Psi 0
Skills
Charm (Seduction) 3 (5)
Computer (Research) 2 (4)
  (Hacking) (3)
Culture (Barolian) 2 (3)
Disguise (Human) 3 (4)
Dodge 3
Energy Weapon (Disruptor) 2 (4)
Espionage (Covert Communications) 3 (4)
  (Intelligence Techniques) (4)
History (Barolian) 1 (2)
  (Federation) (2)
Language
  Barolian 2
  Federation Standard 2
Primitive Weaponry (Knife) 1 (2)
Search 2
Security (Security Systems) 1 (3)
Shipboard Systems (Communications) 3 (4)
Stealth (Stealthy Movement) 3 (4)
Systems Engineering (ODN) 3 (4)
Unarmed Combat (Romulan Martial Arts) 1 (4)
World Knowledge (Barol) 1 (2)
  (Earth) (2)
Advantages/Disadvantages
Excellent Metabolism +1
Dark Secret (Romulan Spy) -2
Dependent (Sister) -2
***Courage*: 3**
***Renown*: 1**
Aggression: 0 Discipline: 0 Initiative: 0
Openness: 0 Skill: 1
***Resistance*: 3**
***Wound Levels*:** 3/3/3/3/3/3/0

LCARS 4.4

Chapter Five

Armistice

5

The Crew is ordered by Starfleet to Psellus III to attend the signing of an armistice between the local government and rebels. Although this planet is not technically a member of the Federation, it lies on the Federation side of the Neutral Zone as the result of the Treaty of Cheron and, after decades of internal strife, the planet is now ready to join. The Crew is to ensure that the rebels, who have protested the planet's membership through bombings and assassinations, sincerely end all hostilities; the Federation only allows admission to stable, unified planets that do not engage in segregation of the population or slavery. So far, Psellus III has met all of the requirements except the unity and stability of the government. By laying down their arms, the planet would certainly be ready to join the Federation. A Federation diplomat is already on the planet assessing the situation, and so far his reports have been positive.

The Crew is to attend the signing as representatives of the Federation and observe the entry of the planet into the Federation. They will be disappointed, though, because the rebels have no intention of ending their struggle. Fiercely pro-Romulan, they long for the days of Romulan rule when life was better. These rebels, known as the Legion and led by Commander Tovik of the *Tal Shiar*, have orchestrated this armistice to get close to the *Taigu* (the leader of the Psellian government) so that they can capture him and force him to call the Romulans back to the planet. Senator Kassus's fleet, waiting on the other side of the Neutral Zone, will then sweep in to claim the planet for the Star Empire, and the senator may just be named Praetor, making Tovik's patron even more influential.

Even the rebels remain unaware of their true relationship with the Romulans, believing the Romulans merely support their cause from a secret base elsewhere on the planet. While this is mostly true, the Romulan commander Tovik has secretly infiltrated the rebels after being biogenetically altered to

look like a Pselliad. Using the name Onar Pusa, he worked at the lowest levels, observing and subtly guiding the rebels until they became suspicious of his nature. Not wanting to be discovered, he had an alternate personality implanted so that he would be able to close off his Romulan mind and think entirely like a Pselliad. Unfortunately, while this worked to allay the suspicions of the rebels, it also led to a loss of control over his actions as his new personality, Onar, gained strength and independence. Before Tovik knew it, his alter ego had become romantically involved with the leader of the rebels, Ruissi.

While Tovik hated the idea of being in the spotlight as Ruissi's lover, he finally decided it would allow him further access to information previously unavailable to him. It worked perfectly and now he continues the charade, as Onar is truly in love with Ruissi. He plans to use her as a puppet leader under his control once the Romulans arrive.

The Crew enters this complex situation with the assistance of a Federation diplomat. Working on the planet for several months, his job is to evaluate the stability of the government, and and prepare the local inhabitants for UFP membership. Although he suspects the Tal Shiar of aiding the rebels, he still has no proof, but plenty of rumors. He may be the Crew's only ally on this planet of betrayal.

Background

Planet Name: Psellus III

Class: M

System Data: Psellus III has three moons.

Gravity: Earth standard

Year and Day: 280/23 hrs

Atmosphere: Oxygen-nitrogen, with few pollutants. Earth-normal pressure.

Hydrosphere: 61% water; much of Psellus III's lowlands consist of wetlands.

Climate: The predominant climate is hot, wet and tropical, with small areas of temperate plains near the poles.

Sapient Species: Psellliads (Humanoids evolved from herd animals, physically strong, with a strong herd instinct.), approximately 2.5 billion

Tech Level: Level Six (Level Four in most areas; Psellus III acquired warp capability from the Romulans).

Government: Plutocracy

Culture: Herd mentality in which Pselliads defer to those bearing leadership markings. Strong belief in the group.

Affiliation: Currently independent. Formerly a client of the Romulan Star Empire, a small number of Pselliads desire a return to Romulan dominion. Pursuing membership in the UFP.

Resources: An agricultural planet producing primarily grains; brews Psellian Ale. Some mining of precious metals.

Places of Note: Mount Soverin, a towering mountain on whose slopes stands the capital city of Sayounus. The Sard, a swamp where roams the powerful *Salishi* beast.

Ship Facilities: None

Other Details: Pselliads are humanoid in appearance with thick manes growing from their shoulders and deep, husky voices. They possess a strong musky smell linked with their emotional state. Their appearance is largely linked to their status in the community, as a Pselliad leader develops a thicker mane and deeper voice. Pselliads have a natural inclination to obey those with the leadership markings, reinforcing the cycle of status and appearance. Although some leaders arise from the ranks of peasants and merchants, typically they come from established families.

Most Pselliads live in the lowlands, among the swamps and jungles that dominate the planet's landscape where disease is common and wild animals, such as the *Salishi* beast, continue to roam. They live in raised buildings, subsist on agrarian lifestyles and submit to the domination of the leader Pselliads who live in the mountain cities, where the majority of technology is concentrated. In the mountain cities, the Pselliad merchants can be found selling their wares and dealing with the few aliens who visit the planet.

LCARS 5.1, 5.2

Psellus III is a largely agrarian planet which underwent a major shift with the arrival of the Romulans, who enslaved the entire population and forced them to grow food for their troops. The Romulans executed all Pselliads who bore the genetic leadership marks. They almost succeeded in eliminating all leadership tendencies in Pselliads, but they could not easily hunt the swamps where the Ssilepsi and Vidorian Fevers abound, and small bands of Pselliad leaders found safety there. When the Romulans finally allowed the planet to become a Protectorate, those leaders who had previously hidden were allowed to gov-

Psellian Diseases

Ssilepsi Fever is one of many diseases found in the swamps of Psellus III, characterized by severe fever, hallucinations and red marks covering the body. It only affects Pselliads and Romulans; humans get only a slight fever from it. It spreads through the air, making it highly infectious. Romulans always suffered great losses while on the planet, resulting in their founding cities in the mountains, far from the swamps. These days, Romulans on the planet tend to avoid the swamps, but can still contract the fever from interactions with infected rebels. As a result, most Romulans avoid dealing with the rebels directly, leading to the rebel's belief that the Romulans do not directly involve themselves in their organization.

Recently, a shipment of an experimental vaccine for Ssilepsi Fever arrived (assuming the Crew did not impound it in *Aiding and Abetting*); it has limited applications for Pselliads, but works well on Romulans. If Kassus's takeover succeeds, the vaccine will be made widely available to the new Romulan rulers.

Another disease, Vidorian Fever, is no longer lethal thanks to widespread cures. However, a recently bio-engineered version of the virus kills within 24 hours. Unless a cure for this biochemical form of the disease was discovered in *Marie Celestial*, it is still deadly, although extremely rare and it does not occur naturally.

ern the planet, so long as they pledged allegiance to the Empire.

By the time of the Treaty of Cheron, conditions on the planet had improved due to trade with the Empire and a loosening of restrictions. The Romulans discovered the local Psellian Ale, finding it similar to their own ale, although somewhat spicier. When the Treaty of Cheron forced the Romulans to leave, they took some of their loyal subjects and abandoned the planet. The locals were devastated; they had lost the stability of their Romulan backers. With the planet's economy destroyed, the planet fell into civil war with various factions vying for leadership.

When a Federation evaluation team arrived on the planet, they were instantly attacked by all of the existing factions who all blamed the Federation for their troubles. Appropriately, the Federation Council quarantined the planet from all contact with outsiders and left the Pselliads to sort matters out. Romulan agents who investigated the planet discovered strong pro-Romulan sentiment, but there were other factions that could have gained popular support if Romulan presence were to become known. Therefore, they kept out of the planet's affairs and waited for things to settle down.

Thirty years ago, a dominant faction emerged, made up of the major land-owners on the planet. Staunchly pro-Federation, they wanted to bring financial prosperity back to their battle-weary planet. Knowing the Federation would not easily allow them to join, they nonetheless decided to seek membership towards becoming full trading partners. To demonstrate their change of heart, they outlawed pro-Romulan sentiment among the populace and created a stable government to rule over the planet and embarked on a long program of development.

The *Tal Shiar* immediately recognized this as a dangerous situation and established cells on the planet located in a hidden base deep within the mountains. They began supporting the pro-Romulan Legion and worked to spread anti-Federation sentiment among the populace. The Romulans appealed to the Psellian desire for stability and a return to the glory days of Romulan dominion. After years of strife, and memories of true Romulan dominion faint, some among the peasants yearned for the days of authoritarian rule. While their efforts largely work within the peasantry, the merchants and government remain pro-Federation due to the economic advantages of membership. A third faction has arisen in the last few years, known as the Island Movement. The Islanders oppose any outside involvement, particularly that of the Federation, since it is closest and most obviously involved. While the government tolerates this group, they are not aware that the Legion heavily infiltrates its membership.

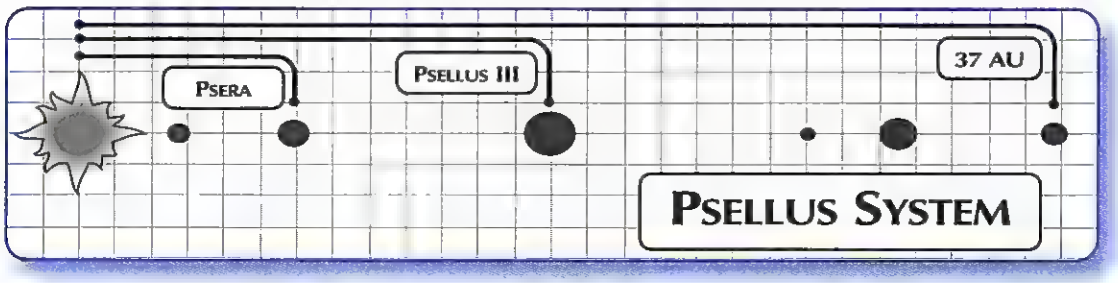
For the last five years, the Legion has kept the planet embroiled in guerrilla warfare, bombing government buildings and assassinating political representatives. This instability led the Federation to refuse Psellus III's membership, causing the government untold anguish. They redoubled their efforts to destroy the rebels, but still failed to uncover its leadership, which is the key to its survival.

Episode Synopsis

Once the Crew arrives at Psellus III, government officials welcome the Crew and they meet with Cal West, a Federation diplomat. He describes the situation on Psellus III as being quite unique, as the rebels who were previously unremitting in their attacks on the government have suddenly and mysteriously offered to lay down their arms. As the designated observer sent by the Federation Council, he's spent the last six months on the planet evaluating Psellus III's readiness to join the Federation. He believes the Romulans aid the rebels, but cannot discover how or why. Cal hopes that the Crew can help him.

When the Crew wanders through the city, they discover that pro-Romulan sentiment still exists, albeit subdued among the populace. If they investigate further, they find the government is only really interested in the economic gains that membership in the Federation offers. At one point, the rebels surround the Crew, demanding to know what the Federation's intentions are for their people.

The signing ceremony takes place in an open courtyard in a lush valley with the *Taigu* and top officials present. Although everything seems to go as planned, the rebels launch a surprise attack, surrounding and capturing everyone present. The



Psellian Ale

This drink is made from the bortok grain (the dominant crop of Psellus III) and mulsaus vine hops that are so common in the lowlands. It tastes somewhat similar to Romulan Ale, but is far more spicier and just as intoxicating. Romulans find it exotic and many connoisseurs pay exorbitant amounts to obtain bottles of it. Within the Federation, it is not well-known except to collectors and a few colonies along the Neutral Zone who obtain supplies from Orion smugglers.

Psellus III is currently somewhat advanced, rebuilding much of what they lost when the Romulans destroyed the infrastructure when they left. While the government possesses warp technology, they maintain very limited trading relationships the Federation, due to their lack of membership. A few Pselliad merchants ply the trade routes throughout the Frontier, however.

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Romulans then appear and take over the situation, bringing the government representatives and Crew back to the city, where they force the *Taigu* to call for Romulan protection from the Federation. Meanwhile, a Romulan warbird attacks the Crew's ship, preventing it from interfering.

Once this transmission is made, the Romulans lock up the Crew and government leaders. The Crew escapes from the jail and must then break into the *Taigu's* palace, now the home of Commander Tovik and Ruissi, to force them to call off the fleet. The Commander uses Ruissi as a hostage and escapes back to his ship, returning to Romulan territory with the fleet to devise a new scheme for the Neutral Zone.

The Main Cast

Taigu Sevissio Sissal

Taigu Sissal is the current leader of Psellus III. One of the biggest land-owners on Psellus III, he is also one of the wealthiest people on the planet. As a result, he has the most to gain from joining the Federation, but he also is anxious to secure an ally against the Romulans, whom he fears might return and destroy his government.

Sissal's home is filled with bright and garish artwork, surrounded by high walls and well-armed guards. He generally has a number of friends around, mostly fellow ministers in the government. The *Taigu* hates the rebels for making it so difficult to join the Federation and wishes they would just vanish. The proposal of an armistice was just what he was hoping for and is immensely pleased about it. He hopes that this will clear the final hurdle to joining the Federation.

Sissal delights in throwing grand parties to show off his wealth, but is careful to always cater to his guests. He believes the Federation is mainly a wealthy trading cartel that uses Starfleet as protection. As a result, he throws lavish parties and give many gifts to display his desire to join the Federation and demonstrate what Psellus III has to offer.

Sissal has fought long and hard to gain his position and is furious that the rebels would destroy his efforts by ruining any chance of joining the Federation. As a result, his attitude toward the rebels is sometimes quite irrational and emotionally-based. His great desire to join the Federation is difficult to mask and he will do anything to gain the favor of the Crew and ambassador.

Once he is captured, the *Taigu* tries to curry favor with Tovik, in an attempt to preserve his position. Although Sissal knows he is out if the Romulans take over, he does not completely forget his Federation allies, but rather hides any assistance from Tovik's view. While the *Taigu* does whatever Tovik requests, he attempts to stall as much as possible by making mistakes and feigning incompetence.

Image: The governor appears as an aging, obese Pselliad with grayish skin, silvery streaks running through his thick mane and a sharp look in his eyes. He appears tired and old, speaking with a weak voice which he tries to compensate for by yelling when he wants to seem important. Unfortunately, due to the soft timber of his voice, he sounds like he's more whiny than commanding.

Roleplaying: Sissal is ingratiating and sycophantic. He bows and scrapes when appropriate. When leading, however, he demands respect

Commander Tovik

Additional details on Tovik can be found in *The Romulan Neutral Zone*.

Commander Tovik believes himself to be completely in control of the situation on Psellus III and this is largely true. He has ministers in the government blackmailed into supporting the rebels, and he controls the rebels through Ruissi. His only weakness is the Onar personality's love of Ruissi, but that will not be a problem once he returns to his original persona and seizes control of the planet. Then, he calls in Senator Kassus's fleet, which claims the planet for the Empire, and Tovik will gain the favor of a possible future Praetor.

Ambassador Cal West

Cal West is a young diplomat who graduated at the top of his class and excels in field work. His assignment to Psellus III was the result of his interest in Romulans, on which he has focused his training. Cal speaks Romulan and most of the major languages found along the Romulan Neutral Zone. He has studied the history of the region closely and is familiar with most

Romulan technologies. As one of the leading experts on the region, Starfleet sent West to observe the Pselliads and prepare them for membership in the UFP.

While Sissal has tried to keep West in Sayounus, the capital of Psellus III, Cal has managed to visit a number of settlements in the lowlands to interact with the people. He has learned that there is a wide-spread misconception among the peasants that Romulan dominion was beneficial. He likens this to the Russian peoples' desire for stability after the fall of the Soviet Union on old Earth. Some Pselliads yearn for the days when the Romulans provided work and food, forgetting that the work was backbreaking and the food was meager. He knows the Romulans somehow supply the rebels, as some of the explosives used in attacks are Romulan in origin. However, he has no definite proof of their involvement; the explosives could be from abandoned stockpiles dating to the time when the Romulans ruled the planet. Still, he has a hunch that they are somehow involved with the rebels.

(If Rokan Par escaped to Psellus at the end of *Aiding and Abetting*, West hears rumors of it, although he remains unable to find her before the armistice. If she was captured, she can confirm there is a small Romulan presence on the planet, but she cannot name any of the agents or their locations.)

This most recent development with the rebels raises Cal's suspicions. He sees no reason for the rebels to lay down their arms. On the contrary, they have done very well at keeping the government unbalanced for the last five years. Why they should suddenly surrender is a mystery. He suspects that if their supplies indeed came from Romulan caches, perhaps they were hoping the Romulans would come to their aid if they only started the revolution. Perhaps they finally realized the Romulans are not coming and that their situation is hopeless.

Image: Cal appears as a dashing young Starfleet diplomat, with sandy brown hair and light blue eyes. He is always dressed immaculately and poised, even in the face of the most unexpected events.

Roleplaying: If there is one word that defines Cal West, it is hero. He knows this region better than any starship captain. If anything should happen, he springs into action and tries to save the day by disabling any opponents and negotiating a peaceful resolution. He knows that his role in this affair is as an observer, but if things should turn bad, he will not hesitate to act to defuse the situation.

Ruissi Bwevoss, Rebel Leader

Ruissi is the vibrant Pselliad leader of the rebel group known as the Legion. Although the Legion originated several years earlier, Ruissi revived its waning energy and infused a new inspiration in the ranks, rebuilding the Legion as a powerful revolutionary force that has kept the government on edge for the last five years.

Coming from among the upper-class, Ruissi claims heritage as the descendant of one of the original leaders of Psellus III, whose family was forced to hide in the swamps when the Romulans came. This is how she explains her innate leadership abilities. She must keep up an identity as a rich-land owner and businesswomen to explain her markings.

Despite Ruissi's family history, she now fights to bring the Romulans back to the planet, believing conditions would be far better for her people if they returned. While she admits that there were problems under Romulan rule, she was born long after the Romulans left and grew up amid civil war and great deprivation. Nurtured on Romulan propaganda, she believes the people's needs were looked after under the Romulans and that if they were to return, people would not worry about where they would find the next day's meal.

While she wishes that the Romulans would lend her movement more support than the small but regular shipments of explosives and weapons, she knows some already hide on the planet, operating from a base whose location is secret even to her.

She is a fervent romantic always longing for what she cannot have, but she is also in love at the moment with a lowly member of the Legion named Onar Pusa. A simple Pselliad, she loves him for his naiveté and innocence. She considers him her closest confidante in the Legion and trusts him completely. She is amazed that, while he knows little and is a somewhat slow, he sometimes makes the most useful suggestions; she has come to rely on his opinion for some of her operational activities.

Ruissi is not a fool; she is merely being duped by the Romulans at every turn, as they are her only source for information on the universe beyond her planet. They have convinced her that the Federation intends to plunder the planet's resources as soon as it becomes a member and install a regime to

control the planet's government. This fuels her fervent opposition to the Federation. Further, the Romulans have promised that the people will be permitted to install their own government, loyal to the Romulans of course, and keep control of their planet once the Empire "frees" them.

Ruissi believes strongly in her actions and is guided by a desire to improve conditions for her fellow Pselliads. She is highly idealistic, but does not always truly understand the reality of the situation; she is being misled by the Romulans, who are feeding into her idealism by making grand promises that they never intend to follow through on. If the Crew acts honorably and can convince her the Romulans are lying (very difficult until Tovik uses her as a hostage), she may turn to their side.

Image: The rebel leader appears as a somewhat smaller Pselliad with a wiry build and pleasant features. Her mane is quite thick and her voice is strong and deep. She wears a business woman's suit, but carries a type-1 phaser hidden in her boot and a type-2 phaser hidden under a jacket.

Roleplaying: You are a dedicated rebel, fighting for your planet's future. You're smart and accomplished, but misguided. You sleep little and constantly strive towards your goal.

The Legion

The Legion claims a long and bloody history, dating back to colonial times, when they fought their Romulan masters from the swamps of Psellus III. While the group has gone through several changes over the centuries, at times dying off and then being reborn bigger than ever, the current incarnation is one of the most successful. With Ruissi at the head, the group has concentrated its efforts on practical political actions that gain the most attention and interest, avoiding merely symbolic demonstrations. Examples of their activities include the bombing of minister Ssovek's factory while it was closed for upgrades and the assassination of Bossar Ssi, the former minister of justice who sent hundreds of Legion members to prison.

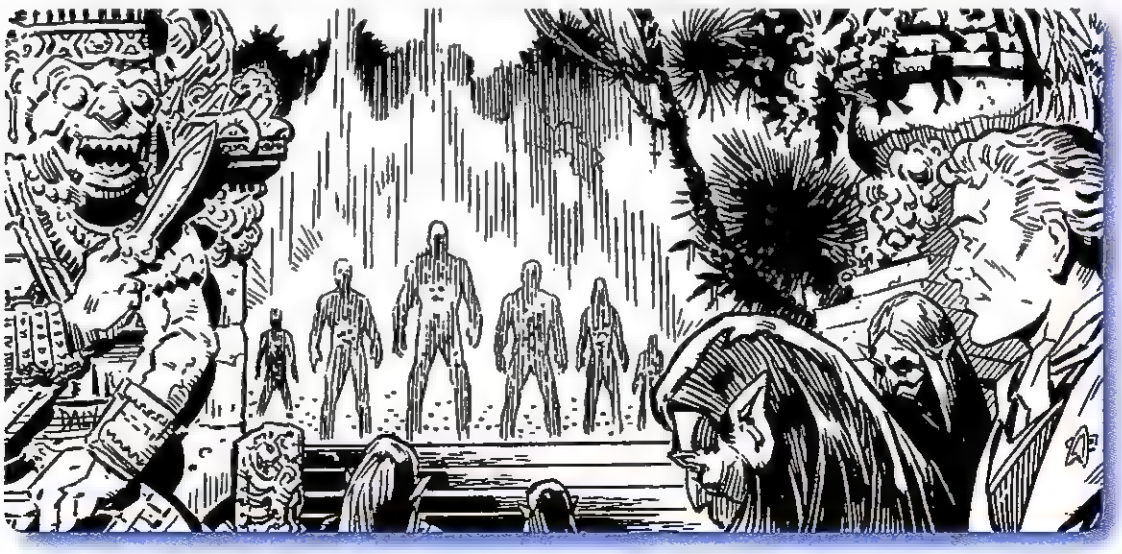
Currently, there are over 5,000 active rebels on the planet, most of whom are peasants seeking a better life and who believe they would be better off under the Romulans. Less than 23 percent of the planet's population supports their efforts, albeit passively and secretly.

During the episode, the Crew encounters the elite of Ruissi's forces, brought together in this crucial hour to support and protect her. They are fiercely loyal to her and to the cause, but they are entirely dependent upon her leadership.

Overall, the rebels look very much like the other peasants, but they tend to be a little better fed and dress in darker clothes. Some bear battle scars and all carry some kind of weaponry. While the majority of their weapons are disruptors of Romulan origins, some are from assorted other makes, including Federation and Klingon. They use what they can. Only the Romulan weapons are of a recent make or in good shape, however.

Arrival

Note: Vulcan Crewmembers are likely to illicit slightly different reactions from the Pselliads due to their resemblance to Romulans. Depending upon the circumstances, rebel-sympathizer Pselliads might approach such Crewmembers with questions about their allegiance to the Federation, assuming them to be Romulans. In addition, the *Taigu* and merchants will be confused by a Vulcan's presence among the Crew. Once the character points out that he's Vulcan, not Romulan, most Pselliads nod and claim to have heard of Vulcans. However, any Vulcans will receive preferen-



tial treatment from all Pselliads, who retain their innate obeisance to Romulans.

While on patrol or just following the end of a previous adventure, the captain of the Crew's ship receives the following orders from Starfleet (likely from Admiral Keil):

Proceed to Psellus III. Bridge officers are to attend the signing of an armistice between the government and a rebel group. A civil war has prevented Psellus III from becoming a full member of the Federation... until now. Your mission is to ensure there are no problems with this signing. Upon your arrival, rendezvous with Cal West, the Starfleet Diplomatic Corps attaché already on site.

The Crew's ship should be no more than a few days from the planet, preferably closer, assuming they are already near the Neutral Zone.

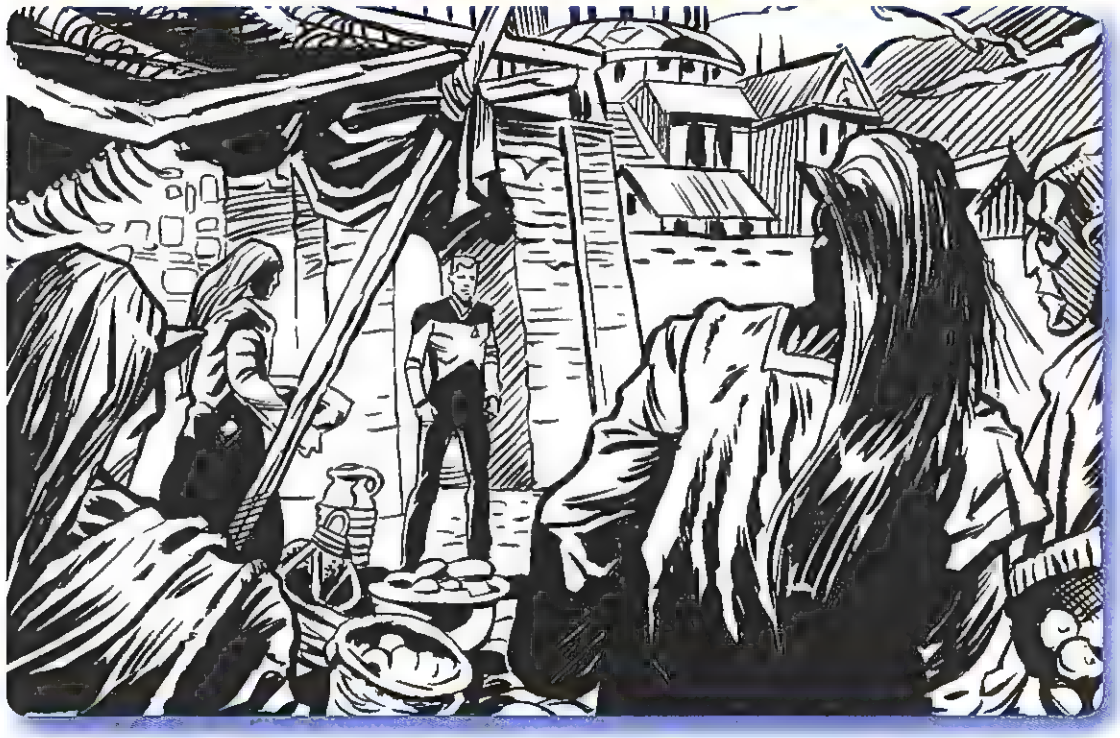
If the Crew conducts a sensor scan of the area upon arriving in the Psellus system, a Routine Shipboard Systems (Sensors) Skill Test, they find an anomaly near the innermost planet, but this appears to be a result of solar flares, as the sun is currently very active. The real cause for the anomaly is a Romulan warbird cloaked in the vicinity.

Upon establishing a standard orbit, the Crew should hail the planet's communication system. *Taigu* Sissal, the leader of the Pselliad government, answers the hail. He fawningly welcomes the starship to Psellus III for this historic moment. He continues on in this vein—"The Psellian people welcome the Federation, and hope for a long, profitable association"—until someone (the captain or First Officer) asks for Cal West. Sissal relinquishes the viewer to West, who also welcomes the Crew. Reporting that everything proceeds as planned, he recommends the Crew meet him at the *Taigu's* palace and transmits the coordinates for the Crew to beam down. At this point, Sissal cuts in, offering the use of his palace for the duration of their visit and insists they stay after for the festivities to celebrate the planet's entry into the Federation.

Note: The ideal arrival time is two nights before the signing ceremony. The Narrator should adjust travel times as necessary to link this episode with the Crew's previous episode. (If their last episode took them away from the Neutral Zone, Starfleet will have issued orders earlier, allowing them time to arrive before the signing.)

The Taigu's Palace

Beaming down to the coordinates West provided, the Crew finds themselves in a wondrous palace filled with garish and grotesque artwork. A small crowd of mottled, large-maned humanoids, dressed in purple velvet robes and bowing their heads, waits to meet them. The dashing Starfleet diplomat Cal West stands to the side of them. The *Taigu* introduces himself as Sevissio Sissal and welcomes the Crew to his humble planet. He gives each Crewmember a necklace of shiny metal (a silver alloy), a bottle of the finest Psellian Ale, and horrific, dark wood carvings of strange figures. Sissal presents them as mere tokens of his people's appreciation for the Federation's respect for his "minor little planet." If the Crew have gifts for the governor, they gain much esteem in his eyes, but he understands that their aid in gaining Psellus membership to the Federation is the greatest gift they could offer.



If the Crew refuses any of the gifts, Sissal becomes confused, fearing the gifts are unworthy of the Federation. Then, trying to appease his guests, he admits he should have known the Federation would be made up of true connoisseurs who would want only the best of treasures. He then orders a servant bring a coffer filled with silver bars which he offers in place of the other gifts. If the Crew continues to refuse, Cal steps in and accepts the gifts on behalf of the Federation, explaining that the wealth will contribute greatly to the development projects the Federation has planned for the planet. Otherwise, Sissal would continue to produce even more lavish gifts.

Sissal and the other ministers escort the Crew to a dining room fitted with a long elegant table. Servants bring out a very tasty, but spicy meal served with Psellian Ale, while odd, sharp music plays in the background. Sissal answers questions about Psellus III, with his own personal bias showing through; he focuses particularly on the planet's value for the Federation, considering its strategic location and rich resources. He also boasts of the technologies they "liberated" from the Romulans before "forcing" them from the planet. This slight alteration of history is more in Sissal's mind than the memories of his people, but he is anxious to show how loyal the people are to the Federation and dispel any suspicions that they still harbor pro-Romulan sentiment.

West's Report

After the dinner, the Crew has an opportunity to talk to Cal West in private. Sissal has his servants show the Crew to their quarters in the palace. Each is ornate, with large, airy rooms overlooking the lowlands. As soon as they're alone, Cal explains that he has spent the last six months evaluating the planet and has determined it ready for entry into the Federation, provided the rebels lay down their arms. He is not so sure that they intend to do so, though, as he can see no reason for their voluntary surrender. He theorizes that the Romulans have cut off whatever assistance they provided, and the rebels can no longer afford to continue their struggle. However, if the Crew has turned up any evidence that the Romulans may in fact have contact with this planet, his suspicions grow. (If, for instance, Rokan escaped to Psellus in *Aiding and Abetting*.) However, if this is true, he suggests that perhaps the rebels have become disillusioned with the Romulans, after finally meeting and working with them up close.

Cal's impression of the *Taigu* is that he is a little too anxious to please the Federation, but that's only because the planet's economy suffers from lack of trade with Federation worlds. The governor appears to be a good sort, although perhaps too ready to believe the Federation will be the planet's savior. West opines that membership cannot help but improve Psellus, but it won't be a free ride: the Pselliads have much to learn about working with others. He's convinced, however, that, with Federation aid and technology, they'll become superlative members.

The ambassador possesses an extensive knowledge of the planet's history; he has sought out Pselliads all over the planet in efforts to further understand their situation. They appear to be hesitant about the Federation, but only because of misguided notions about what the Federation is really

like. He has made an effort to dispel these illusions, but it is difficult to convince a people who were lied to for centuries by the Romulans that a new alien species is actually telling the truth. He hopes that, with more Federation officers backing up his claims, he might turn the peasants' opinions around.

As for the rebels, the ambassador knows they have some support among the peasantry. Some even dressed in the Romulan style at one point in their history. Despite the fact that the Romulans oppressed them, the younger generation seems to have forgotten that and believes the Romulans could save them from the poverty they currently suffer from. He hopes he can turn the rebels around, too; he believes, if they knew that the Federation would truly help the planet, they would quickly change their allegiances.

Explorations

During their stay, the Crew will likely want to explore the planet to learn more about its situation and the rebels, particularly the capital city of Sayounus and the lowlands. The mountains are home to a handful of small towns and settlements where the richer merchants of the planet can be found. After the ravages of civil war, most of these towns are quite empty now, however, with only a few merchants remaining to keep their homes. There is a Romulan base hidden in one of the mountains in the southern range, but it is well-hidden and only contains a half-dozen *Tal Shiar* agents who oversee operations on the planet and work under Commander Tovik (if Rokan escaped, she is among them).

During the Crew's exploration of the planet, they may encounter different groups, as listed below following the descriptions of the main locales. The Narrator should read through the encounters and use them whenever appropriate. In particular, the rebel encounter should be used when the Crew finds themselves in a relatively isolated region of the city.

Sayounus

Located atop Mount Soverin high above the swamps and jungles, Sayounus is the capital of Psellus III. Once a prosperous city, the dominant architecture is definitely Romulan, with very little new construction since that time. Some of the older buildings are badly damaged, apparently from phaser blasts and explosions, but these are mostly old wounds dating to the civil war. Only the blast marks on the palace walls and in the main marketplace are recent, the work of the rebels. The seems to have a battle-weary, destitute air.

Although the temperature in the city is quite warm, it is not nearly as unbearable as the lowlands; a nice breeze blows through the streets and courtyards. The marketplace and main thoroughfares are covered by light canvas coverings, providing cool shade. However, the market is largely empty, with only a few merchants offering fruits and breads, affordable to only the wealthiest of Pselliads. The merchants explain that the planet's economy was ruined from the civil war and they desperately need the Federation to save their livelihoods. Their only commodity right now is Psellian Ale, which they can only sell to a small number of traders who buy it below cost, claiming that transport fees make it a barely worthwhile product. The merchants know that they are being cheated, but without the Federation, they can do little to prevent it.

The Crew finds little interest in the rebels among the merchants, other than a hatred of them for ruining their chances at joining the Federation. The peasants in the city are largely a younger crowd who came here seeking their fortunes. They seem a little more knowledgeable than the merchants

about the rebels and some may even admit to knowing a rebel, although they insist they know no names. If pressed, they may admit to supporting the rebel's goals of bringing the Romulans back, since life was better under their rule. The Crew may find it difficult to convince the city peasants of the Federation's beneficial intent, since the peasants are mainly rebel sympathizers—if not rebels themselves.

Perceptive Crewmembers who persist in leaving the main thoroughfares might uncover a black market on the outskirts of the city, bustling with trade and featuring goods normally found only in Romulan territory. Bringing this to West's attention garners his interest, as he can identify the particular planets the goods are from and can positively say they prove the Romulans are active on the planet. However, none of the merchants admit to knowing how the goods arrived on planet; some claim that they recently found the goods in a hidden cache. If the Crew becomes too interested in this black market, it quickly vanishes the next time they return.

Encounters

• **Insider Trading:** One of the Crew (a Vulcan, if one is present), is approached separately by a merchant who offers a premium shipment of Psellian Ale at a cut-rate price. Obviously, Starfleet officers are not normally in the business of buying and selling goods, but this merchant figures that Starfleet is like the Orions, and everyone's interested in making money. If the Crewmember turns him down, he becomes frightened that he has offended the officer and apologizes profusely, offering a bottle free for the misunderstanding.

• **Demonstration:** A group of 60 peasants gather together at the *Taigu's* palace gates protesting the Federation's presence and the planet's joining the Federation. These people are part of the Island Movement; while they are unknowingly being guided by the pro-Romulan rebels, they are not actually members of the Legion. The Crew has an opportunity to talk with the protesters, to find out more about their complaints and Psellus III. The demonstrators oppose outside involvement in their government, but if the Crew convinces them that they Federation does not intervene in domestic politics, they may be won over; this should be a Moderate Persuasion (Oratory) Skill Test. The demonstrators disperse when the Psellian police begin breaking up the crowd.

• **Rebels**: While wandering on the outskirts of the city, the Crew finds themselves on a deserted street. The windows are shuttered and the doors locked tight. Feeling as if someone is watching them, a Challenging (9) Search test is required for a Crewmember to witness any one of the dozen or so rebels currently spying upon them. As the Crew tries to figure out what is happening or attempts to leave, a lone, unarmed and simply-dressed female Pselliad emerges from a nearby building. This is Ruissi; her leader marks reveal that she is obviously someone high up in the rebel leadership.

She explains that she will not harm the Crew, she just wants them to explain what they are doing on her planet and what they intend to do. The misinformation that the *Tal Shiar* has fed her makes her suspicious of anything the Crew says, but she may be swayed somewhat by convincing answers,

particularly if they are accompanied by gifts. If asked questions, she answers vaguely and in metaphors.

If the Crew tries anything, they may notice nearly a dozen rebels suddenly appear from behind doorways, on rooftops and in alleys all around them. These rebels are dressed much the same as Ruissi, but are armed with a variety of armaments and disruptors, mostly of Romulan design. If the Crew does anything aggressive, the rebels open fire, holding nothing back, with Ruissi disappearing back into the labyrinthine lanes of the city.

Lowlands

Visiting the lowlands, the Crew finds a landscape filled with monstrous mangroves and moss-covered vines with exotic jungle sounds and knee-deep, murky water. The Crew soon discovers a small settlement of Pselliads living in raised buildings, paddling in small boats through what look like fields of strange, purplish plants. A festering heat from the bright sun overhead beats down on them, drenching them in the steaming humidity of the area.

The Pselliads are generally friendly to the Crew, welcoming them into their homes for a small meal of what little food they have. The people are curious to learn about what is happening beyond their planet, particularly whether the Federation or Romulans are going to take over the government. They believe any outside involvement means the end of their sovereignty, a result of Romulan propaganda. Some have heard the Federation is a good alliance of free planets, but they do not know what to believe. Any information the Crew offers will soon spread through the countryside, as rumors travel quickly on this planet.

If the Crew remains for any length of time, they may be invited by the local elders on a short boat ride through the jungle and surrounding swamps. The elders explain to the Crew the troubled history of the planet. The rebels are now fighting the government because they want the Romulans to return, but the elders remember stories of what life was like under the Romulans and realize that this is foolish. They are unsure of the Federation, but assuming the Crew are respectful and helpful, they offer their support to the Crew, at least among their community. As for the Romulans, the peasants believe there are none left on the planet, but suspect they might return from time to time in secret to give the rebels more guns and explosives. If one of the Crew mentions the prospect of hidden weapons caches left behind from the days of occupation, the peasants respond by saying the Romulans took all of their caches with them when they left; the Romulans would not leave anything that important behind.

Encounters

- **Itinerants:** Following discussions with the locals on the planet, the Crew encounters a small group of Pselliads gathered in a copse of trees, looking particularly tired and ragged. One of them, with a thicker mane than the rest approaches the Crew and asks for assistance. He explains they have been without food for several days due to a blight that hit their crops and, since the government cannot feed everyone, they have gone without. They wonder if the Crew could help. If the Crew does help, they gain further positive renown on the planet, as well as gaining the thanks of these poor Pselliads.

- **Orion Smugglers:** The Crew's ship detects an Orion ship entering orbit over the planet, but before they can contact it, they detect someone beaming down. If the Crew beams to the location of the smuggler's coordinates, they discover a group of Pselliads arranging shipments of Psellian Ale with a well-dressed Orion overseeing the operation. He is belligerent to the Crew if approached, explaining that there is nothing wrong with dealing with the planet, even if it is currently quarantined. No matter what the Crew says, nothing short of arrest deters him. He finishes up quickly and then beams out with his cargo and leaves the planet. Optionally, the characters arrive to find him with the cargo he brought, some foodstuffs and electronics, with phasers hidden in among them for the rebels. If the Crew questions the Pselliads present, they explain that they are merely merchants trying to survive.

- **The Wreck:** The Crew discovers or is brought to the wreck of a Romulan Bird-of-Prey that crashed here over 200 years ago. It is a source of coded transmissions off-planet that the Crew may discover if they search for transmission sources (this would be a Moderate Shipboard Systems (Sensors) Skill Test). The Romulan agents use the wreck as a relay point for their transmissions into Romulan space. This way, the signal cannot be traced directly to their hideout.

The wreck is ancient, but close examination uncovers that some of the communication systems still work. The Crew might even discover that the Romulans use this ship as a relay station for a broadcast originating on the planet's surface. Although the Crew cannot locate the original transmitter, shutting this one down will force it to broadcast straight out or lose its connection with the outside world. Careful analysis reveals that the transmission being sent by this ship is aimed back through the Neutral Zone. If the Crew informs Cal, he notes that while this could have been set up ages ago by the Romulans, the fact that it uses current, known Romulan frequencies suggests that it has been tampered with recently.

The Signing Ceremony

Troubleshooting

What if a Crewmember makes a tricorder scan of the rebel's gifts before the speech? Some of the rebels hidden in the crowd will try to place themselves as close to the Starfleet officers as possible, and will most certainly overhear any discussion the Crew has or any readings they take. They will detonate the stun grenade with a remote device, and events will still take place as normal.

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The armistice is to be signed in the Silac Valley below the city of Sayounus, a beautiful garden area considered sacred ground by the Pselliads. The narrow valley floor contains a path that winds through the thick jungle, ending at a clearing which features ancient rock monoliths. The two parties are to meet at the entrance to the valley and exchange gifts, and then proceed to the clearing, symbolically recreating the journey they have traversed in time. Once in the clearing, the two groups are to sign the peace accord. Cal West ensures the Crew understands the ceremony's agenda, so that they are prepared. He recommends they wear full formal dress, if they have not already thought of this.

There is a hitch, Cal explains: the rebels demand that any Federation representatives come unarmed and in small numbers (the core officer staff or bridge crew only). In light of this edict, a Crewmember may think ahead and have the ship monitor the signing from orbit, prepared to follow any orders the planet-bound Crew give them at a moment's notice. Or, the captain may stay aboard to monitor from afar, leaving the ceremony to her second-in-command.

Scanning the valley from orbit, requiring a Routine Shipboard Systems (Sensors) Skill Test, or using tricorders (a Routine Personal Equipment (Tricorder) Skill Test) shows a large crowd of Pselliads all along the path and gathered around the clearing to watch this historic event. Weapons signatures will be very difficult to pick up amidst the *Taigu's* guard already stationed there. This requires a Challenging Skill Test, because the rebels have Romulan signature-masking technology for their weapons. A sweep for explosives before the crowds gather will similarly fail to reveal anything.

The Crew is free to go anywhere within the valley that they please, but only Cal West is part of the main procession. The Crew may follow behind if they please or wait for them in the clearing. It may be wise to have some Crew mingle with the crowd, but remember that humans look very different from Pselliads, so the Crew will nevertheless stand out wherever they are. If the Crew arrives too early, they have to wait in the blistering heat of the sun in their formal dress and may become overheated.

As noon approaches, the governor and his highest ranking ministers stand waiting at the entrance to the valley, holding their gifts of food and clothing. When the sun is at its highest point, the rebels arrive, seven in number, led by a female Pselliad that the Crew may recognize if they had the encounter with the rebels on the backstreets of the city: it is Ruissi. Sissal and some of the landowners seem shocked to see her, but they say nothing and continue with the ceremony. She is actually a fellow landowner and business person like them, but they never suspected her of leading the rebels.

The rebels arrive carrying their weapons, and gifts of strange rock and metal sculptures. The two groups introduce themselves and present their gifts to one another. The rebels then lay down their weapons and the two groups walk down the winding road silently as the crowds watch.

When the assembly reaches the stone monoliths, they spread out a little and begin the speeches. The rebel leader Ruissi speaks first and makes a speech explaining that the rebels have fought long and hard in hopes of returning their planet to its rightful place in the Romulan Star Empire, but that now they believe they can better attain this goal through this armistice.

Suddenly, a burst of light and sound emanates from one of the rebels' gifts to the *Taigu*—a stun grenade. It knocks everyone around Sissal down, and rebels amongst the crowd—armed with disruptors and phaser pistols and rifles—jump out and begin firing on the *Taigu's* guards. The crowd scatters in panic. Ruissi pulls a disruptor from her jack-

et and takes Sissal hostage. If the Crew moves to do anything, she warns that her men will execute everyone if the Federation officers do anything. Cal West remains silent at this point, waiting to see what happens next. A brief fight between the rebels and the guards ensues, with mayhem in the valley as the crowd scatters into the jungle.

LCARS 5.3

Meanwhile, in orbit, at the exact moment the grenade goes off, a Romulan warbird, the *D'vairin*, decloaks and energizes its weapons—aiming right for the Crew's starship. The ship has no choice but to raise its shields, and it may have to leave orbit to avoid the warbird. Whomever commands the ship radios down to the Away Team, explaining the situation. Because the ship's shields are now raised, they cannot beam the Crew out. If the captain is not on board, the commander request orders from her on the planet below—should the ship leave orbit to avoid the warbird? The Crew can get one order in before the next event.

Moments after the fight breaks out, it is over. The guards surrender to the larger rebel force, which now controls the entire valley floor. A force of six Romulan soldiers enters the valley, led by Commander Tovik (who looks like Onar Pusa). Among them is Rokan (if she escaped in the *Aiding and Abetting* episode); she smiles wickedly at the Crew. If the Crew remained in the valley during the fighting, the Romulans quickly round them up and take their communicator badges.

Tovik almost ignores Ruissi, who seems taken aback by Pusa's appearance among the Romulans—and leading them no less. She even asks what Onar is doing, but he ignores her for now. He is fully in his Tovik persona, and feels no love for Ruissi (at least, not consciously). Pusa takes great interest in any captured Crewmembers. "Now you'll see how the Romulan Empire incorporates a new planet." Clearly in command, he orders everyone taken back to the capital.

LCARS 5.4

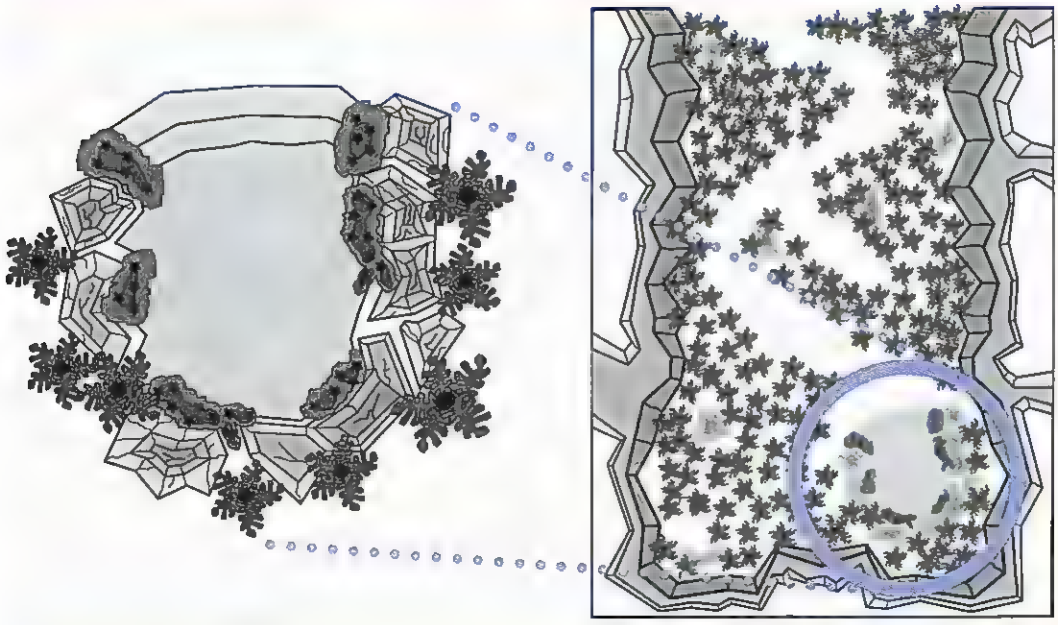
The Romulans and rebels march their prisoners back to Sayounus. Attentive Crew may note an agitated Ruissi marching at the head of the column, talking briskly with Onar Pusa. He largely ignores her questions. After a while, she rejoins the rebels marching farther back and seems deep in thought. Betazoids (or other psionic characters) might detect her confusion with a successful Receptive Telepathy Skill Test; she only knows Onar as a simple rebel, and doesn't understand why the Romulans follow his orders.

If any of the Crew attempts to engage Onar in conversation, he explains the entire plan: how he infiltrated the Legion, how he had himself surgically altered to resemble a Pselliad, and how he intends to have the *Taigu* invite the Romulan Empire to "rescue"

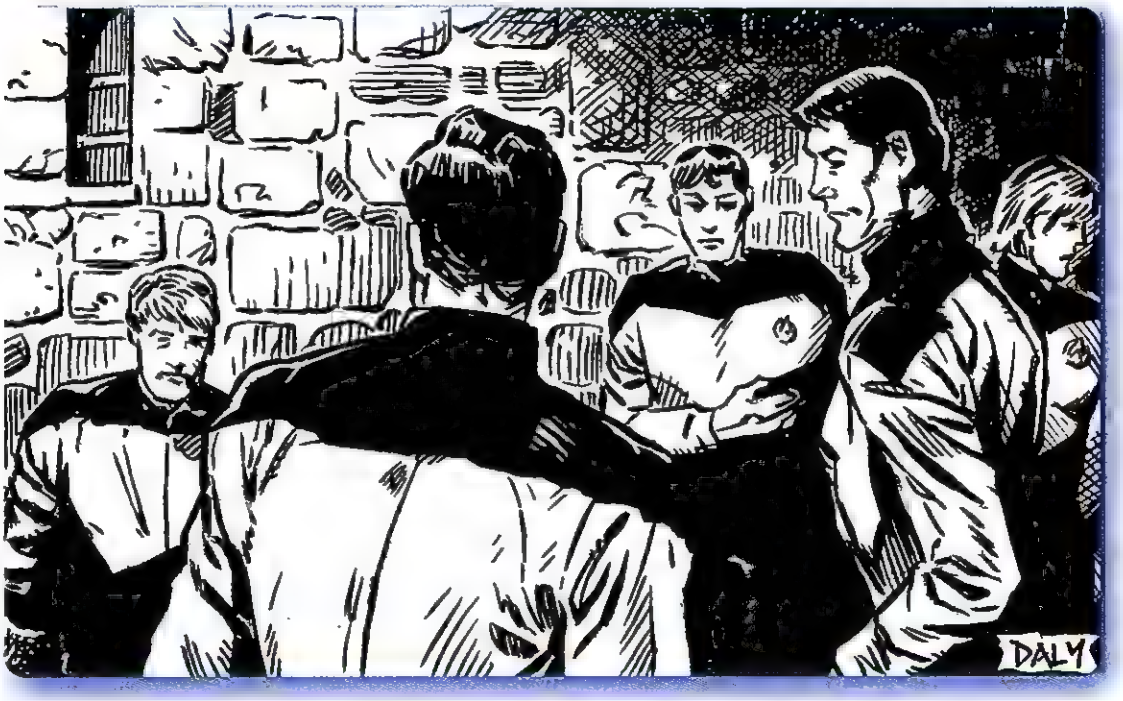
TROUBLESHOOTING:

What if any of the Crew escapes into the swamps, thus avoiding capture by the Romulans and rebels? They remain cut off from their starship because of the attacking *D'vairin*. Yet this leaves them free to rescue any captured shipmates and Pselliad leaders. They might obtain weapons from the Islander movement, if they handled that encounter well, or they might gain assistance from some of the villagers they met earlier.

5.4



• GARDEN DETAIL • SILAC VALLEY



the planet from Federation dominion. His real name, he reveals, is Tovik, a commander in the *Tal Shiar*.

The Romulans bring the group to a prison near Sissal's palace, search the Crew thoroughly and lock them up in a cell separately from the ministers. This is a small room, with plain, rough-hewn wooden cots, with simple bars to keep them in. They take the *Taigu* away immediately, and Ruissi goes with them. The rebels and some Romulans stay behind to guard the prison. A while later, Sissal returns and is locked in a cell close to the Crew. When asked what happened, he explains that the male Pselliad—the one Ruissi called "Onar"—forced him to place a distress call to the Romulans asking for their help against the Federation. The *Taigu* says the transmission was made on an open subspace channel monitored by the Federation, so they may believe this to be a legitimate distress call. Cal then speculates that, most likely, a Romulan fleet is on its way to claim the planet, and that the Federation will send its own fleet in response. A war may be brewing if they cannot recall the fleets in time.

Meanwhile, in space, the *D'vairin* tries to keep the Crew's ship away from the planet and force it from the system. It keeps decloaking and then attacking to harass the ship, engaging in a sustained attack should the Crew's ship attempt to approach the planet. The best option for the Crew on the ship is to leave the area and send a call for assistance to the Federation. However, crafty Crew may devise a way for the ship or a shuttle to return to the planet while keeping the warship distracted. This would make escape from the jail much easier for the Crew. No appeals to Commander Modex will work. He will, at best, allow the ship to leave the system, but will not allow it near the planet. If asked to explain his actions, he will simply reply: "We each do what we must for our honor."

The Escape

The Crew must escape their jail cell. They have, at best, several hours before the Romulan fleet arrives. The cell is 3m by 6m with a barred facade facing into the main detention area and other cells. Two Romulans armed with disruptor rifles stand guard alongside two rebels armed with old phaser rifles in the main area. The Pselliads enjoy a bottle of Psellian Ale and discuss how good it will be to have Psellus III back among the Empire's colonies. The Romulans are more disciplined, keeping a sharp eye on their prisoners.

If any of the Crew managed to avoid capture, they might arrive at this point to rescue their shipmates. The outside of the prison is lightly guarded, though they should make Stealth (Stealthy Movement) Skill Tests if they want to avoid a fight with the perimeter guard. Once inside, they can attempt to overpower the four guards outside the cell. Similarly, the Crew might devise some clever way of getting out of their cell, such as feigning an illness to coax a guard to open the door.

If the Crew is unable to escape, later in the night, a group of peasants who have come to believe the Federation is truly a good organization break the Crew out by overcoming the outnumbered guards. They cannot offer much help beyond this break-out, because they fear for their lives and are not fighters, but they can give the Crew a small number of phaser pistols and return their

combadges and tricorders (stolen from the *Taigu*'s palace).

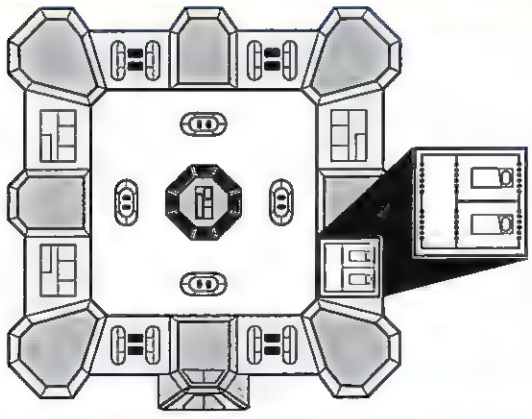
If the Crew did an abysmal job of befriending the Pselliad peasants earlier in the episode, then a small cadre of landowners risk their lives to free the Crew before fleeing back to their estates; they do not look favorably upon a Romulan return. However, in this instance, the Crew is without combadges or tricorders.

Return to the Palace

Once the Crew escapes their cell, they must devise some plan for turning back the Romulan fleet and avoiding a new war. The best option is to have Onar/Tovik send a message recalling the fleet, but they must first capture him and then somehow force him to do it. If none of the Crewmembers thinks of this, then Cal West does.

Now, a mixture of Romulans and rebels guards the palace, all armed with Romulan disruptor rifles. Because Tovik is confident of his victory, the guards are not as vigilant as they might be. To get into the palace requires numerous Stealth (Hide) and (Stealthy Movement) Skill Tests to avoid getting caught. The Narrator should call for as many rolls as needed to cultivate a feeling of tension; keep in mind, however, the more Skill Tests rolled, the more likely a failure will occur. If any of the guards discover the Crew, they immediately fire.

If the Crewmembers are stealthy and quiet, they find Tovik in the library, where he is paging through the local history books and tearing out pages that he doesn't feel represent the Romulans in the best possible light. Ruissi sits across from him, quite content. By now, Tovik has explained he had to use his Onar Pusa guise to get close to her, the woman he loves. A total lie (or is it?), she believes it and thinks they will now rule the planet together, bringing it into a new era of splendor under the Romulan Star Empire.



• PRISON

When the Crew arrives, he draws a disruptor pistol and leaps across the room, grabbing Ruissi and pulling her in front of him. Though startled, she pulls out her disruptor pistol and acts like she is defending Tovik. If the Crew threatens Tovik, he aims the pistol at Ruissi and warns that he will kill her if they approach; he then makes her drop her pistol. Ruissi at this point becomes severely upset at the betrayal and screams for them to shoot and kill him, as she does not care to live any longer.

The Crew may resolve the situation in whatever way they feel appropriate. Keep in mind that Tovik tries to maneuver the situation so he can transmit a message to the warbird in orbit to beam him out. If that ship is engaged in a battle with the Crew's ship, was forced out of the region, or is otherwise disabled, he tries to bargain with the Crew using Ruissi's life as his bargaining chip. However, if the warbird is available, he has it beam him off of the planet, leaving behind Ruissi, and warps out of the sector, calling off the fleet.

If Tovik gets warning from the guards that the Crew is coming, he contacts the warbird but must wait before it can beam him up; he and Ruissi engage in a firefight with the Crew throughout the palace, with rebel and Romulan guards helping out. Tovik tries to keep the fight going for as long as possible, but eventually grabs Ruissi and uses her as a hostage to protect himself while he beams out. If his ship is not available for whatever reason, he again tries to bargain with the Crew as above. However, this time, the Crew only has one hour before the fleet arrives, due to the extended firefight.

The Crew have a few options for talking Tovik down. If anyone does a tricorder scan of his medical condition, a Routine Personal Equipment (Tricorder) Skill Test, his DNA breakdown becomes apparent. The Crew can use this to convince him to surrender by making him think the condition is imminently dangerous (it may indeed be). If he believes he could die at any moment, then he may not be able to afford to wait for help from the warbird. Given his fanaticism, however, this is highly unlikely.

The other is to trigger his Onar persona in some way. While Tovik holds her hostage, Ruissi screams, "I thought we were lovers!" at him all the while, perhaps clueing the Crew in. If no one gets it, then maybe Cal West does (he is familiar with Romulan deep cover tactics), and may suggest that the Crew try to drill Tovik on his supposed love for Ruissi. If they are good at it (make them roleplay this out—don't just rely on Persuasion rolls), they may indeed trigger Onar. Speaking the word "Proteus" will instantly trigger the Onar personality.

If Onar comes to the fore, his love for Ruissi is strong enough for him to immediately release her, and stammeringly try to apologize, professing his love for her. Ruissi

will be too confused to act, but this is the perfect point to stun him.

Resolution

There are a number of possible results for this adventure:

Failure: If the Crew fails to stop Tovik, the Romulan fleet arrives. This should only happen if the Crew behaves completely incompetently and does not heed Cal's warnings. If it does happen though, it could lead to a whole new campaign, as the Federation fleet arrives soon after. The Romulans have not only violated the Treaty of Algeron, they've conquered a planet in Federation space, potentially leading to a new Romulan–Federation war. The Crew may still be able to salvage the situation—if they managed to take Tovik prisoner and have the *Taigu* explain the situation. It would take months of negotiation, but the Federation might be able to convince the Romulan Senate not to back Kassus' "military adventurism." Still, it is very difficult to escape this situation easily once it reaches this stage.

Success: Once the Crew subdues Tovik, they should easily be able to free Sissal and get him to broadcast a retraction. The Romulans, without Kassus' pretext, would no longer be willing to invade the Federation. Alternately, Tovik might call off the fleet from his ship as he escapes or if forced to by the Crew. In this case, the fleet turns back quickly and dashes back across the Neutral Zone; the Federation fleet arrives soon after. This time, the rebels sign the armistice for real, since Ruissi, now completely disillusioned by the Romulans, decides to side with the Federation. Psellus III joins the Federation and the Crew gain commendations for their excellent work. The *Tal Shiar* agents on the planet, devastated by their failure, are arrested by the Federation. Popular support for the Romulans among the Pselliads is lost.

Appealing to Honor: Before or during the time Tovik tries to escape, if the Crew is able to inform their ship about the entire plot, a canny captain or Crewmember may be able to appeal to Modex's hatred of the *Tal Shiar*. Remember, the *Tal Shiar*, and possibly Tovik himself, nearly killed Modex and his crew with the bioengineered Vidorian Fever in *Marie Celestial*. It may be possible to convince Modex to delay beaming up Tovik, or from helping him directly. Modex will not obviously do so, but may be willing to engage in activity which requires him to remain cloaked or to keep his shields up, thus giving him an excuse not to beam the *Tal Shiar* agent out of trouble.

While he will in no way directly endanger Senator Kassus's mission, he will not be disappointed if Tovik loses this planet. Dirty dealings and bioengineered virii are no way to claim territory for an honorable empire. However, if anyone can provide evidence or telling clues that Kassus and Tovik worked together to kill the crew of the *Sha'arik*, Modex will abandon his mission and report such findings to the Romulan command, who will order Kassus to abort his mission and return for a full investigation.

But how to get such a confession out of Tovik? Only an extremely canny Crewmember will be able to get him to talk as he uses Ruissi for a shield. This Crewmember may be smart enough to open a communication channel on his comm badge first, broadcasting Tovik's story to his ship, who will in turn allow Modex to listen in. Alternatively, have Cal West suggest this to a Crewmember, but do not let Cal get away with this himself—such a victory must be earned by a player.

Troubleshooting

Players never seem to do what you expect them to do, but that is to be expected. In this adventure, the major events (such as the signing) are bound to occur unless the Crew does something very stupid or disrup-

tive, such as killing Ruissi. Even then, though, the Narrator can simply create a new rebel leader.

If the episode is derailed by some major blunder, a few solutions exist. The Narrator could have Tovik seize control faster, bringing the Romulan fleet in and resulting in a major confrontation that is larger than the original scope of the episode, and could involve tense negotiations to avoid a new war. Or, if the Narrator wants to return to this episode's script, Cal West can be used to remind the Crew of the important issues.

The biggest problem the Crew may face in this adventure is understanding the misconceptions the Pselliads have about the Federation. The Narrator should make sure not to overplay the *Taigu* or Ruissi as being totally unaware of the Federation, but at the same time ensure that the hints are not too subtle. The Crew should be aware of the problems within the government by the time of the signing of the armistice.

Sequels

If the Crew failed to prevent the takeover of Psellus, the sides can be reversed: the Crew can take the roles of rebels and freedom fighters hiding in the mountains, leading a campaign against the Romulan oppressors. Once the people get a taste of true Romulan government, most will be well-inclined to help the Federation rebels. However, without some espionage and dealings going on within the Romulan command, it is doubtful that the planet will be relinquished again. However, if Senator Kassus and Tovik's murder of the *Sha'arik's* crew is uncovered, elements within the Empire, led perhaps by Commander Modex, may lobby to release the planet, considering it "ill-gotten gains," not worth the diplomatic furor it causes with the Federation. Remember, Romulans may be cruel by Federation standards, but many are driven by concepts of honor and discipline.

If Psellus wins the day and becomes a Federation member, the government may seek Starfleet's aid in cleaning up any traps left behind by the Romulan rebels. This involves careful exploration of the caves that hide the *Tal Shiar's* base, possibly rigged now with booby traps. This could be a good starting point for further adventures with Cal West.

Note that characters will not know what Tovik really looks like—they only know him in his Pselliad guise. He can thus come back to ruin their lives over and over again—assuming he received a cure for his DNA breakdown.

Taigu Sevissio Sissal

Attributes
Fitness 2
Coordination 2
Intellect 3
Presence 3
Psi 0
Skills
Administration (Pselliad Government) 3 (4)
Artistic Expression (Writing) 1 (2)
Bargain (Psellian Grain) 2 (3)
Charm (Bowing and Scraping) 3 (4)
Command (Pselliads) 2 (3)
Culture (Pselliad) 1 (3)
Diplomacy (Commercial Treaties) 3 (4)
Gaming (For Money) 2 (3)
History (Psellus III) 1 (3)
Languages
  Pselliad 2
Merchant (Grain) 2 (3)
Persuasion (Oratory) 3 (4)
World Knowledge (Psellus III) 1 (3)
Advantages/Disadvantages
Good Runner +1 (adds to Athletics skill tests)
Leader marks +1 Command (Pselliads only)
***Courage*: 2**
***Renown*: 10**
***Resistance*: 2**
***Wound levels*:** 2/2/2/2/2/2/0

Cal West

Attributes
Fitness 4
  Vitality +1
Coordination 4
  Reaction +1
Intellect 3
  Perception +1
Presence 4
  Willpower +1
Psi 0
Skills
Athletics (Mountain Climbing) 2 (3)
Charm (Influence) 3 (4)
Computer (Research) 1 (2)
Culture (Pselliad) 2 (3)
Diplomacy (Intergalactic Affairs) 3 (4)
Dodge 2
Energy Weapons (Phaser) 3 (4)
First Aid (Human) 2
History (Psellus III) 2 (3)
  (Romulan) (4)
Language
  Arteline 2
  Federation Standard 3
  Pselliad 2
  Romulan 2
Persuasion (Debate) 2 (3)
Planetside Survival (Psellus III) 2 (3)
Search 3
Streetwise (Psellus III) 2 (3)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
World Knowledge (Earth) 3 (4)
  (Psellus III) (4)
Advantages/Disadvantages
Bold +1
Code of Honor -3 (Defender)
Curious +1
***Courage*: 5**

***Renown*: 50**
Aggression: -8 Discipline: 3 Initiative: 10
Openness: 15 Skill: 14
***Resistance*: 5**
***Wound Levels*:** 5/5/5/5/5/5/0

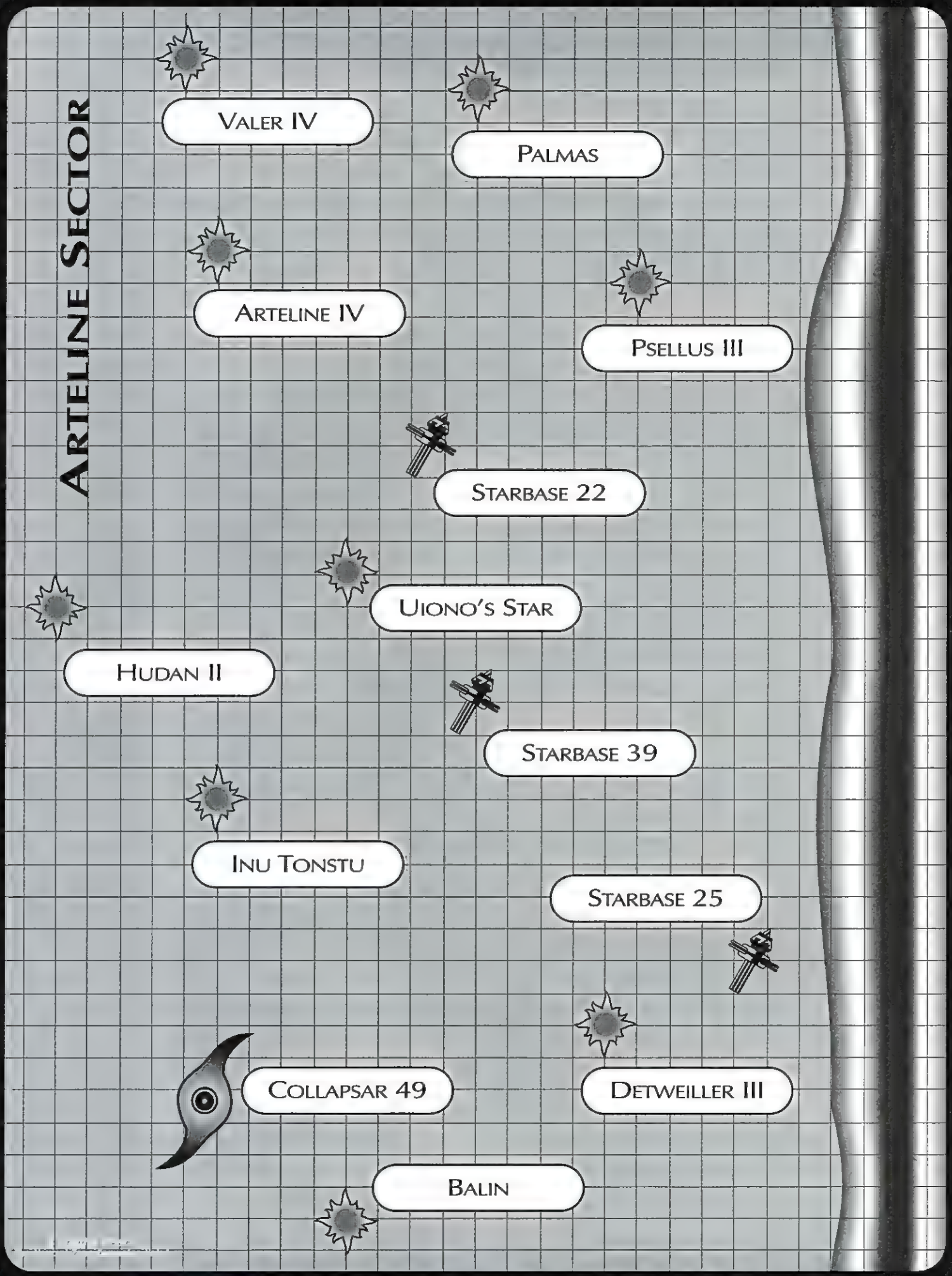
Ruissi Bwevoss

Attributes
Fitness 4
Coordination 3
Dexterity +1
Intellect 3
Presence 4
Willpower +1
Psi 0
Skills
Athletics (Climbing) 2 (3)
Command (Rebels) 2 (3)
Culture (Pselliad) 1 (4)
Demolitions (Booby Traps) 2 (3)
Energy Weapon (Disruptor) 2 (3)
First Aid (Pselliad) 1 (2)
History (Pselliad) 1 (2)
Intimidation (Pselliad) 2 (3)
Language
Pselliad 3
Planetary Tactics (Guerrilla Warfare) 2 (3)
Planetside Survival (Psellus III) 2 (4)
Streetwise (Psellus III) 1 (4)
World Knowledge (Psellus III) 1 (3)
Advantages/Disadvantages
Good Runner +1 (adds to Athletics skill tests)
Leader marks +1 Command (Pselliads only)
Strong Will +2
***Courage*: 4**
***Renown*: 30**
Aggression: 10 Discipline: 6 Initiative: 7
Openness: 3 Skill: 4
***Resistance*: 4**
***Wound Levels*:** 4/4/4/4/4/4/0

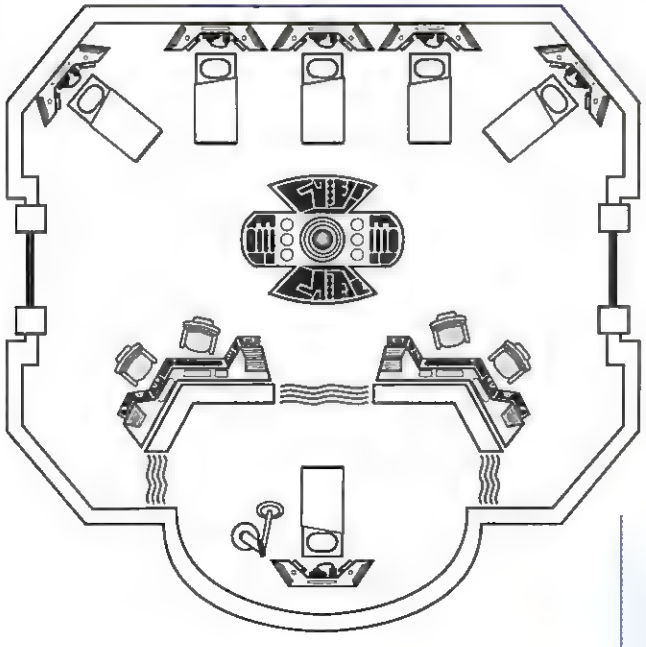
Legion Rebels

Attributes
Fitness 2
Vitality +1
Coordination 2
Intellect 2
Presence 2
Psi 0
Skills
Athletics (Running) 2 (3)
Culture (Pselliad) 1 (2)
Demolitions (Various Specializations) 2 (3)
Energy Weapon (Disruptor) 2 (3)
History (Pselliad) 1 (2)
Language
Pselliad 2
Planetside Survival (Psellus III) 1 (3)
Primitive Weapon (Spear) 1 (2)
Stealth 2
Streetwise (Psellus III) 1 (3)
Unarmed Combat (Wrestling) 1 (2)
World Knowledge (Psellus III) 1 (2)
Advantages/Disadvantages
Fanatic -2
Good Runner +1 (adds to Athletics skill tests)
***Courage*: 3**
***Resistance*: 2**
***Wound Levels*:** 2/2/2/2/2/2/0

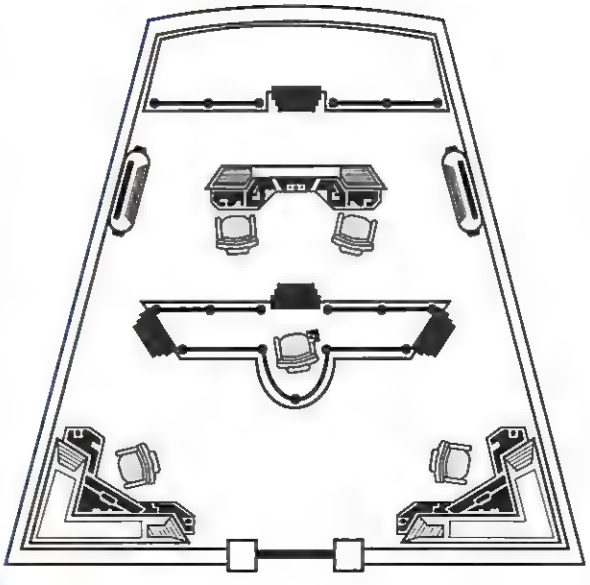
Appendix 1


Arteline Sector
Valer IV
Palmas
Arteline IV
Psellus III
Starbase 22
Uiono's Star
Hudan II
Starbase 39
Inu Tonstu
Starbase 25
Collapsar 49
Detweiller III
Balin

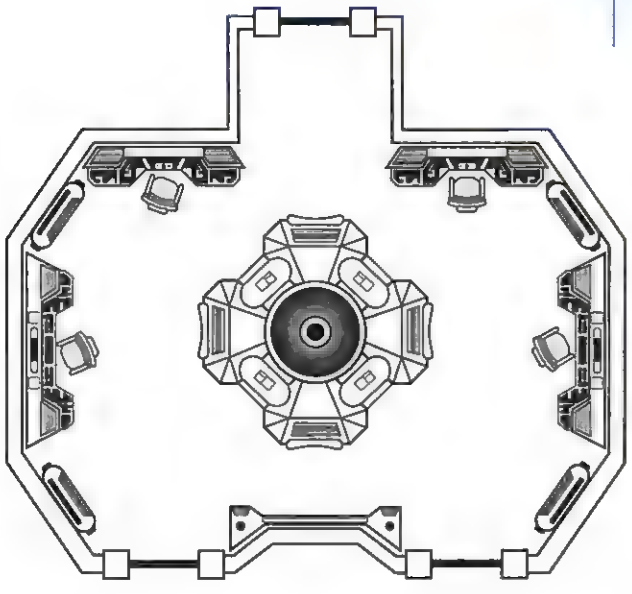
OMS KAMERAIN
SHIPBOARD LOCATIONS



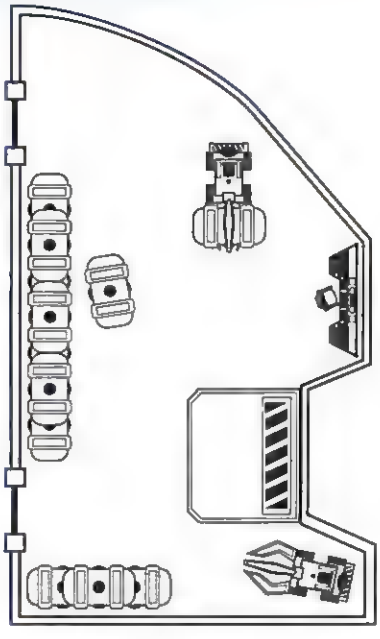
• SICKBAY



• BRIDGE



• ENGINEERING

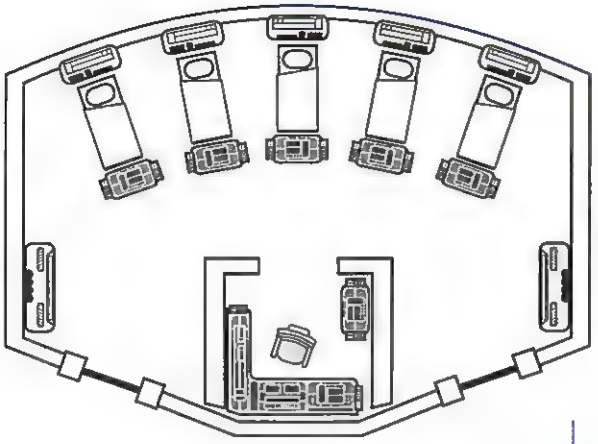


• CARGO MODULE

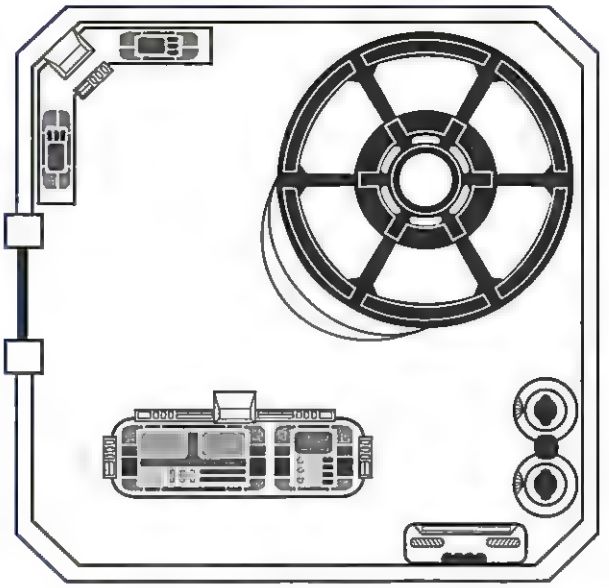
(Modules attach to vessel with external mag-locks)

STARFLEET VESSEL (PLAYERS' SHIP)

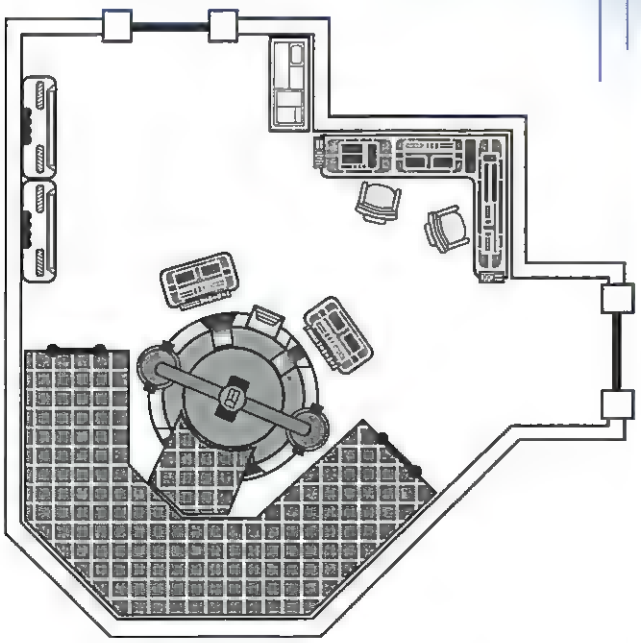
GENERIC SHIPBOARD LOCATIONS (USE FOR VESSELS SIZE 7 OR SMALLER)



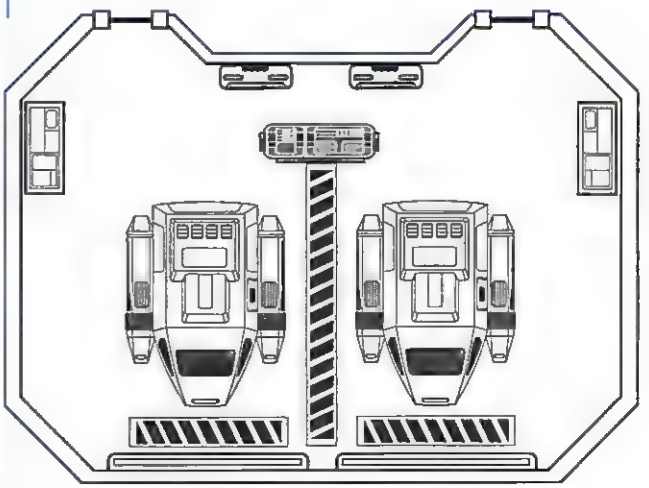
• SICKBAY



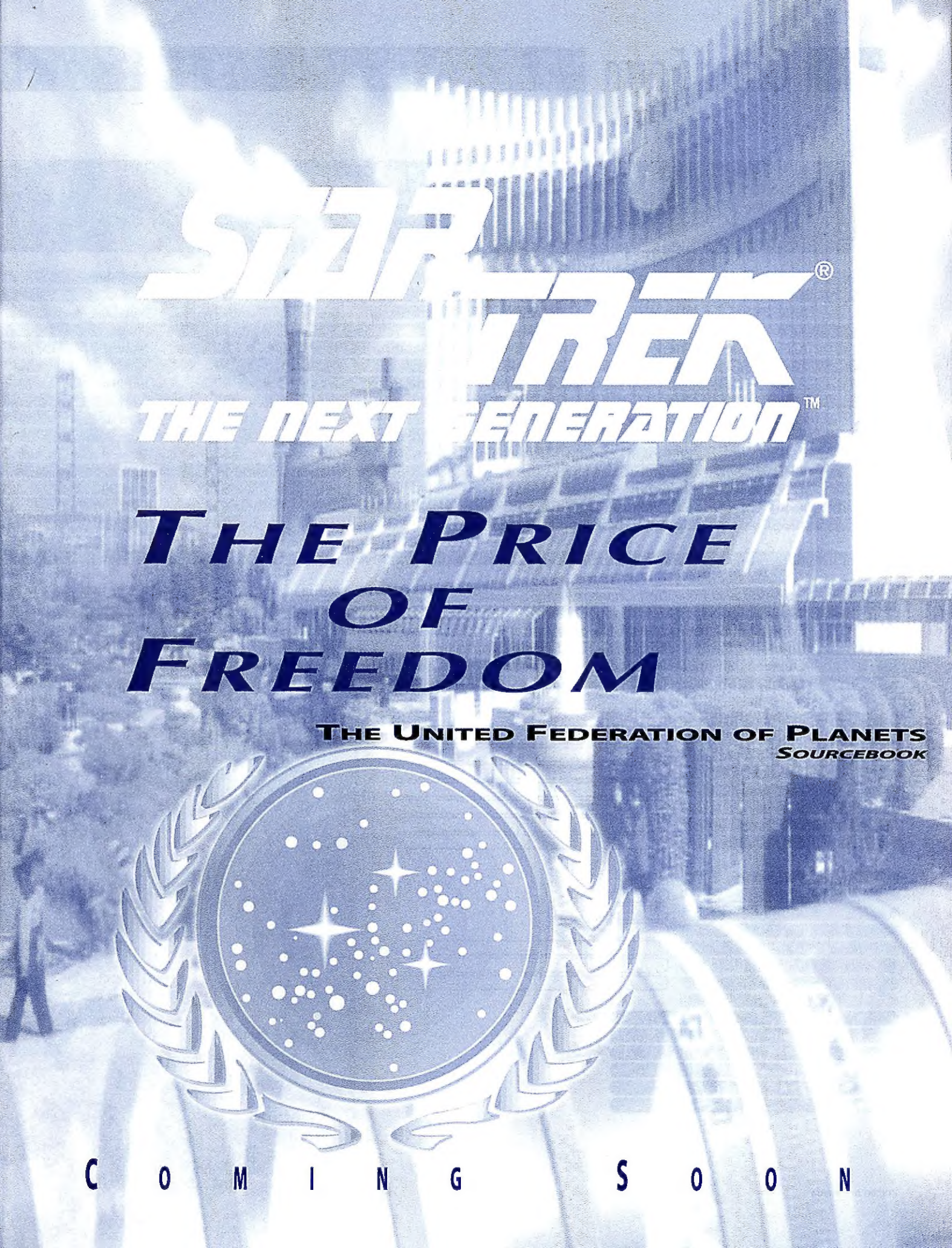
• TRANSPORTER ROOM



• ENGINEERING



• SHUTTLEBAY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Character Sheet

NAME: _____ PLAYER: _____

RANK: _____ POSITION: _____

SPECIES: _____ CURRENT ASSIGNMENT: _____

Attributes

FITNESS		**PRESENCE**	
STRENGTH:		WILLPOWER:	
VITALITY:		EMPATHY:	
COORDINATION		**PSI**	
DEXTERITY:		RANGE:	
REACTION:		FOCUS:	
INTELLECT			
LOGIC:			
PERCEPTION:			

Background History

STAGE	DESCRIPTION OR ASSIGNMENT
EARLY LIFE:	
WAR COL. LIFE:	
SERONA:	
TOURS OF DUTY:	

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Skills (Specialization) Level

Advantages

Disadvantages

GLORY: _____

RENOWN: _____

AGGRESSION: _____

DISCIPLINE: _____

SKILL: _____

INITIATIVE: _____

OPENESS: _____

RESISTANCE: _____

WOUND LEVELS

HEALTHY	☐☐☐☐☐☐☐
STUNNED (+1)	☐☐☐☐☐☐☐
INJURED (+1)	☐☐☐☐☐☐☐
WOUNDED (+2)	☐☐☐☐☐☐☐
INCAPACITATED (-)	☐☐☐☐☐☐☐
NEAR DEATH (-)	☐☐☐☐☐☐☐
KILLED	

NOTES

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